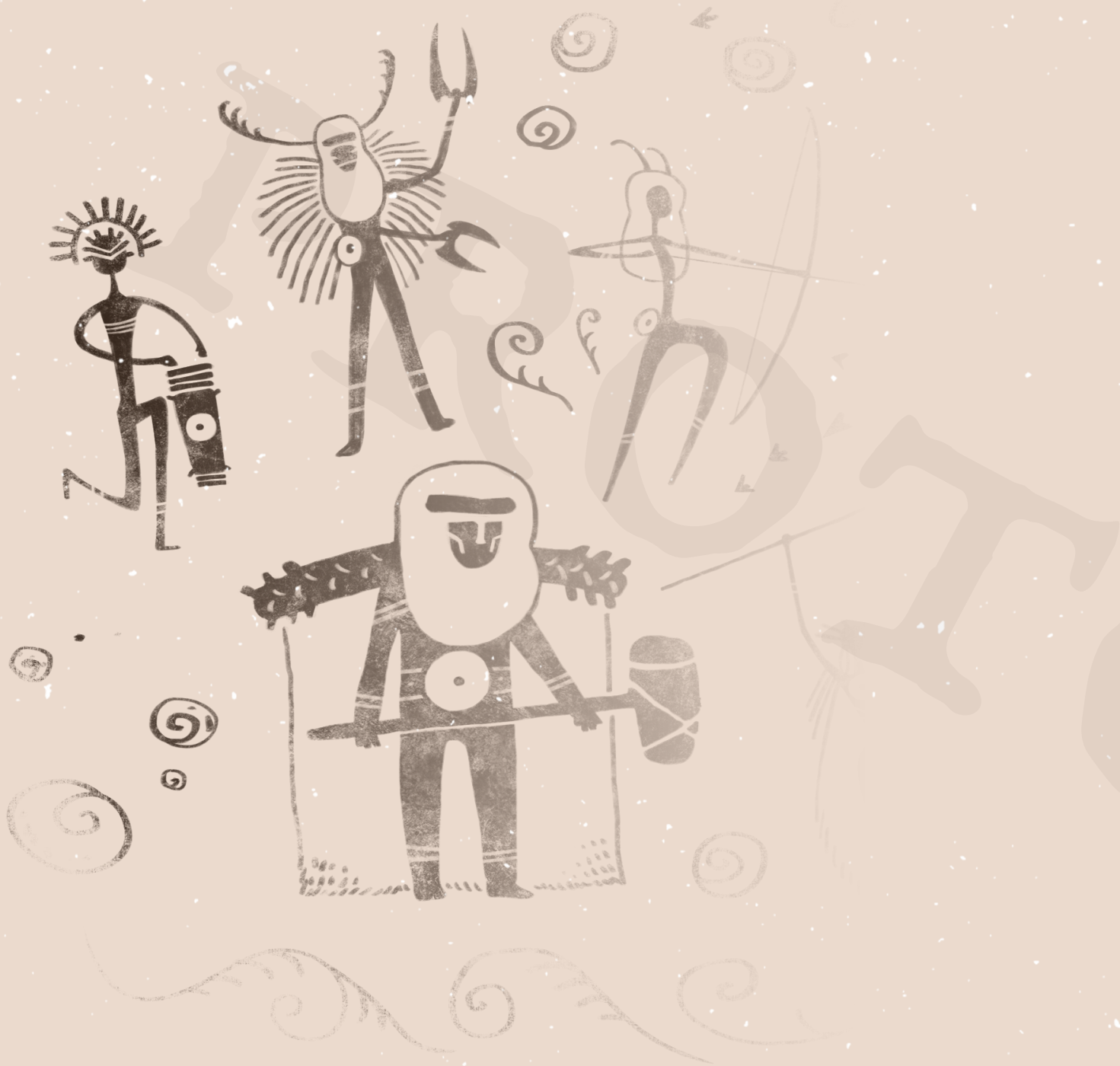# QUICKPLAY GUIDE

PROTOTYPE

WELCOME

TO A GAME OF ADVENTURE AND CRAFTING, MYSTERY AND DISCOVERY, OF BEHEMOTHS AND SOCIETY.

WHAT DO YOU DO IN STONESAGA?

In *Stonesaga*, you play as members of a human society that has recently entered a strange valley long cut off by ice. Each game, you face a **challenge** that threatens your people, and you must complete **goals** that allow you to eventually overcome it. To complete these goals, you will have to explore your environment, forage, hunt, gather materials, and craft items through a series of **activities**, structured tasks that allow you to get the things you'll need to complete your goals.

But beware: the melting frosts have allowed other creatures to leave their normal ranges, and a great **behemoth** has arrived in the valley with you. Over multiple generations, you will encounter this creature and develop your society's relationship with it.

HOW IS THE GAME STRUCTURED?

Each game revolves around a single challenge, a crisis point for your society rife with risk and opportunity. Each challenge is separated from the previous one by a season or a generation. In the latter case, young characters return as old characters, while old characters enter the realm of legend and bequeath their items and legacy to young successors. Over numerous games, you will play as many different characters, each inheriting the challenges that arose from the last generation's decisions.

During the game, you control your character, deciding what **actions** they take each **day**. Each action has an **energy** cost, limiting what you can do in a given day. Actions allow you to engage in activities like foraging, fishing, and mining to get useful materials, delving to travel through the deep caves that line the valley, and processing and crafting to transform materials and combine them into items. Each activity has its own rules and often has unique components that are used to resolve the task. These are included in the full rulebook, and summarized on reference cards contained in the Beta.

After everyone has finished acting for the day, **night** falls. Every night, you recover some amount of energy and face a night card. Access to food, shelter, fire, and water will help you recover more energy, letting you do more the next day, so preparing for night is an important consideration as you choose your actions during the day.

Sometimes as part of an activity, event, night card, or other component, the game will call upon you to make a **test**. To make a test, roll a single 6-sided die 1d6 and add the ability that the test calls for, plus any modifiers it lists. The results of the test are listed alongside the source of the test.

WHAT'S IN THIS KIT?

The kit contains materials to cover a campaign consisting of three game sessions. The kit can be reset and played multiple times to experience the range of outcomes to these games. The final product will have far more options, including non-linear challenges that can be tackled in an order of the group's choosing, but even within the more limited scope of the kit, there are many secrets to be found. Some elements of the game that might not have a clear use at first, so keep watching for unexpected ways you might use the resources at your disposal!

SETTING UP YOUR FIRST GAME

The following steps will help you set up your first game and start playing. You will still need to consult the Rulebook at times to play, as indicated here and on individual cards you set up, such as goals and challenges.

Players and Player Count

Each player generally has 1 character. Characters have more maximum health and energy the fewer characters there are.

Solo Play

There are two ways of handling games with a single player. The first option is simply for the player to control 2 or more characters. The second option is slightly more involved, and can be found at the end of the Rulebook, but allows for one-character games.

Create Your Character

To create a character card, get a writing implement and a fresh character card, then follow the steps below:

1. **Roll and Assign Abilities**

    Roll five 6-sided dice, then choose four of them and remove the fifth die (Tip: You'll usually want to keep the highest results). Assign each of these dice to one of your character's abilities and write that value in the space provided for that ability. The abilities are:

    ⟡ Might

    Your character's toughness and prowess at tasks of physical strength.

    ≋ Dexterity

    Your character's coordination and agility.

    👁 Awareness

    Your character's ability to perceive threats and opportunities in their environment and other people.

    🌲 Conviction

    Your character's decisiveness, self-assuredness, and ability to persuade others to their cause.

2. **Choose Trait**

    Choose a trait for which your character is known from the following list:

    *   Cunning
    *   Intrepid
    *   Indomitable
    *   Resourceful
    *   Wise

    Then, if the sum of your character's four abilities is 11 or lower, choose a second trait from the list and write it on your character card.

    Any number of characters may choose the same trait(s), although having a variety of traits can be helpful.

3. **Choose Mantle**

    Choose your character's mantle, the societal archetype they occupy. The mantles available are:

    *   **Mantle of the Mystic**
        A mantle connected with the subtle secrets of the world, seer of auspices and omens
    *   **Mantle of the Seeker**
        A mantle connected with the hunt, finder of things hidden and obscured
    *   **Mantle of the Storyteller**
        A mantle connected with your people's past, custodian of the lore you have accumulated
    *   **Mantle of the Wanderer**
        A mantle connected to exploration, delver into places unknown.

Each mantle can be chosen for only 1 character each game. After you choose a mantle, take the corresponding character board, then slot your character card into the slot on top of the character board. Leave the ability slot on the mantle empty for now, as these will be earned as your saga unfolds.

4. Determine Energy and Health
Maximum energy and health are scaled to the number of characters.
- **4 Characters** – each character has 3 health and 4 energy
- **3 Characters** – each character has 4 health and 4 energy
- **2 Character** – each character has 5 health and 5 energy
- **1 Character** – see the rules for Solo Play at the end of the Rulebook

Place that many energy tokens in the energy slots on each character board.

Set Up Tokens
Organize the tokens by type, in reach of all players. Tokens fall into several categories.

Status Tokens
Status tokens are placed on your character board or in the valley. Status tokens include:

Energy tokens - Tokens used to indicate your character's current energy level.

Injury tokens - Double-side tokens placed on your character's health track as they suffer major or minor injuries.

Disease tokens - Double-sided tokens placed on your character's health track as they suffer major or minor injuries.

Boost tokens - Double-sided tokens placed in the slots beneath your character's abilities as they gain minor or major boosts.

Fire/Shelter tokens - Double-sided tokens indicating fire 🔥 on one side and ⛺ shelter on the other. These are placed on a hex when an effect instructs you to place fire or shelter there.

Food Tokens
Sort the food tokens by type (roots, mushrooms, grains, nuts, fish, meat) and place them with their starting side (the side with the arrow icon) face-up, as indicated below.

Material Tokens
Sort the material tokens by type (animal, mineral, vegetable, and rare) and place them with their starting side face-up (the side with the arrow icon), as indicated below.

Set Up Activity Decks & Tokens
Get the following activity decks out of the game box, shuffle them, and place them within convenient reach of all players. Place the reference cards for each activity near its deck. There are multiple of each reference card, so multiple players can refer to them at the same time.

Fishing Deck
Get the fishing deck out of the game box, shuffle it, and place it in reach of all players.

Forage Deck (Forest or Plains)
Get the Forage deck out of the game box, shuffle it, and place it in reach of all players. The Forage deck you use for the Beta depends on whether you are foraging at a forest or plains feature. Forests appear in the Verdant Vale, while plains appear in the Skyreach Plateau.

Mining Bag and Tokens
Get the mining bag and mining tokens out of the game box and place them in reach of all players. Place the mining tokens with the omen side face-down, then shuffle them.

Unused Components
In your first game, you won't be using the Delve deck. It may become relevant in future games based on your decisions.

Set Up the Rulebook
Place the Rulebook within convenient reach of all players.

Terrain Reference
At the very back of the Rulebook, you can find a primer on the rules for each terrain feature depicted in the art of the valley.

Set Up the Codex
Place the booklet labeled the Codex in convenient reach of all players. Various game components will refer you to entries in the Codex.

Do not refer to the codex unless a game component or rule (such as crafting items) tells you to do so.

Set Up Item Deck
Get the Item deck out of the game box and place it in convenient reach of all players, near the material tokens. There is no need to shuffle this deck, and keeping the card in order will be helpful.

Set Up Discovery and Night Decks
Get the Discovery and Night decks out of the game box, remove cards NB01 through NB05 from the Night deck and set them aside, then shuffle each deck, and place them within convenient reach of all players.

Set Up Dials
Take the Unrest and Activity dials out of the box and set them at "0." Place them near the valley, in convenient view of all players.

Set Up Challenge and Goals
Take the Challenge card Seeds on the Wind out of the Challenge deck and put it in the play area. Search the Goal deck for any goals listed on the Challenge card (*Through Walls of Ice, Explore Your Surroundings, Gather Materials, Process Materials, and Make Tools*). Place Through Walls of Ice in play and set aside the rest next to the Challenge card.

Set Up the First Terrain Tray

First, determine whether you are using the Verdant Vale or Skyreach Plateau as your starting region for the Beta. (The Verdant Vale is slightly easier than the Skyreach Plateau.)

If this is your first playthrough (or you want to start fresh), set out one terrain tray. Each terrain tray has three slots for **hex tiles**.

Next, place the Starting Hex for your region in one of the three slots. Place this tile with the word "Starting" aligned to the bottom edge of its slot. It is considered **explored** from the start of the game.
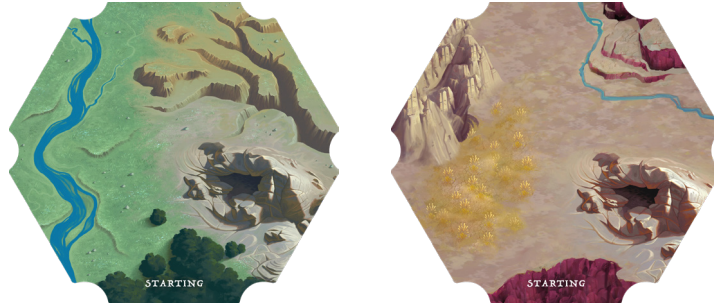
Put the rest of the hexes for that region into the bag, shuffle them, then draw two and place them in the other two slots. Place these hexes with their obscured side (the one covered by mist) faceup. They are considered **unexplored**.
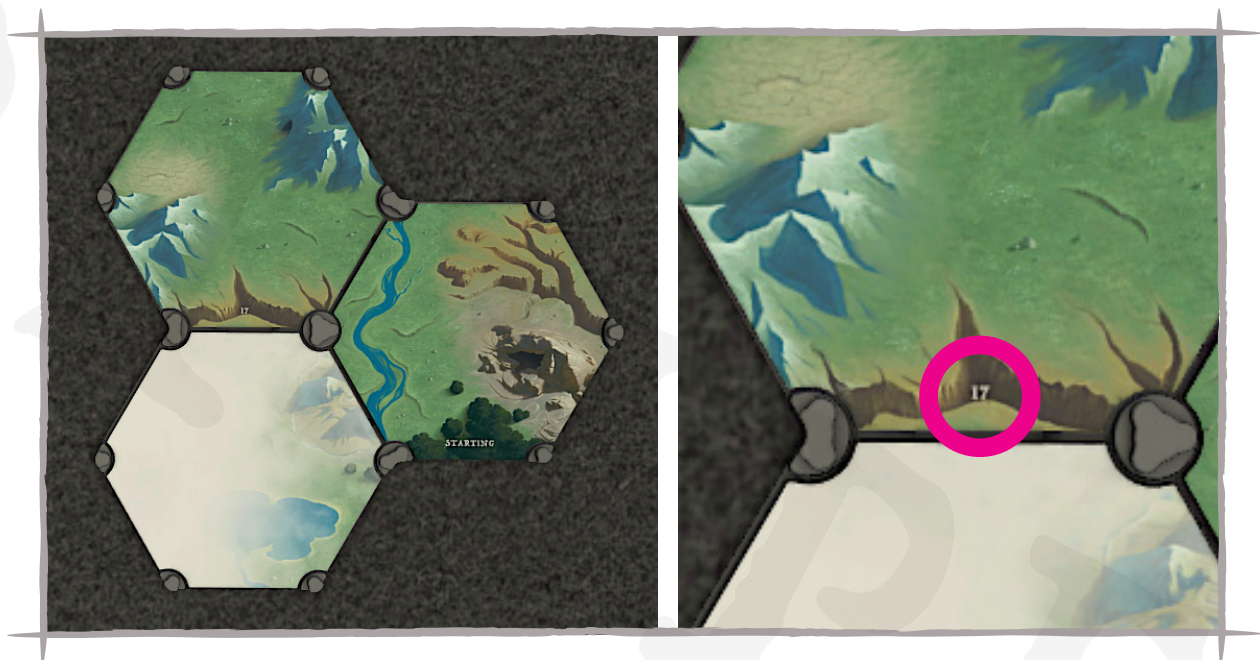
Although hex positions are randomized, each hex has a specific orientation. This doesn't matter when placing an unexplored hex, but when it is explored later, align the ID number to the bottom edge.

STARTING YOUR FIRST GAME (SEEDS ON THE WIND)

When you start a Challenge, first read the flavor text on the front of the Challenge card.

Then, place each character's token on the starting hex. This hex's features will be useful for many of the activities you need to complete. Characters are tracked as being in a hex or not, and if a character is in a hex, they can access all features represented in the hex's art.

Your first order of business is to complete the goal in front of you: Through Walls of Ice. This goal serves as a tutorial for your first day in the valley (your first Day phase).

THE FIRST DAY PHASE
In an order of your choosing, each player takes their action to do one of the following activities. These activities are the basic ways in which you will gather resources in Stonesaga. Each activity must be done at least once during the prelude and each player should do at least one activity. All players should try to learn how each activity works at this time.

Gather Water at a River
First, one player must gather water at the hex's river. To gather water, a character spends 1 ⚡ (removes it from their mantle board), then takes 2 water tokens and places them in the inventory (the bag) on their mantle board.
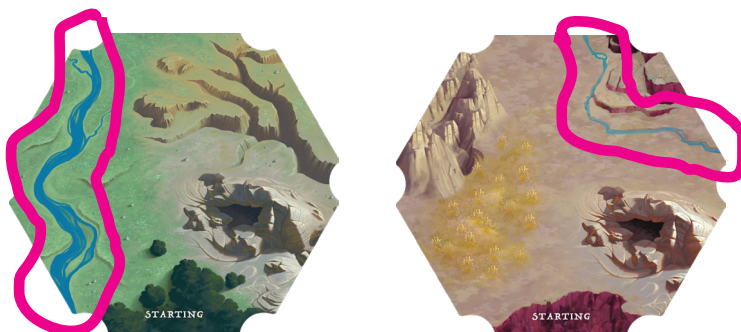
Water can be gathered from any water feature (rivers, lakes, and wetlands). Water is a vital resource in Stonesaga, and is needed to keep your character hydrated and healthy!

Sharing
Before or after you perform any action, you can share resources and items with any character in your hex. After you gather water, give one of your friends some water!

Fish at a River
Next, one player must fish by spending 2 ⚡. This once again uses the hex's river.
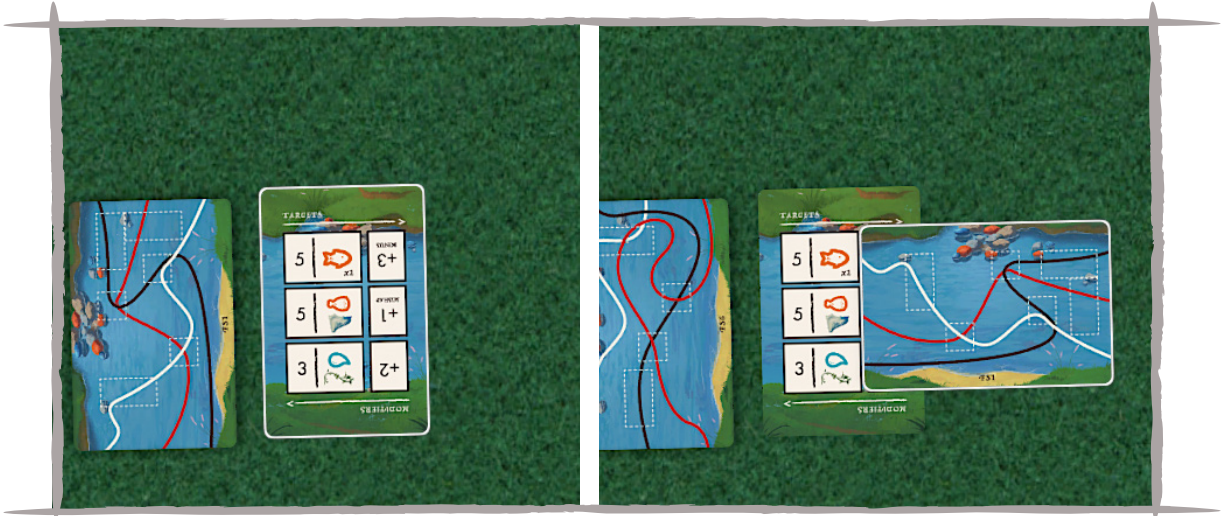
Set Up the Fishing Deck
Fishing also takes place at the starting hex's river. For your first ever fishing activity, instead of using the full Fishing deck as normal, take cards FS1, FS2, and FS3 from the Fishing deck. Shuffle them to create a tutorial Fishing deck.

Next, follow these steps:

Step 1
Draw a Fishing card and place it faceup, vertically, to create the stock.

Step 2
Draw a Fishing card and place it facedown, horizontally to the right overlapping the bonus column on the stock, to create the water.
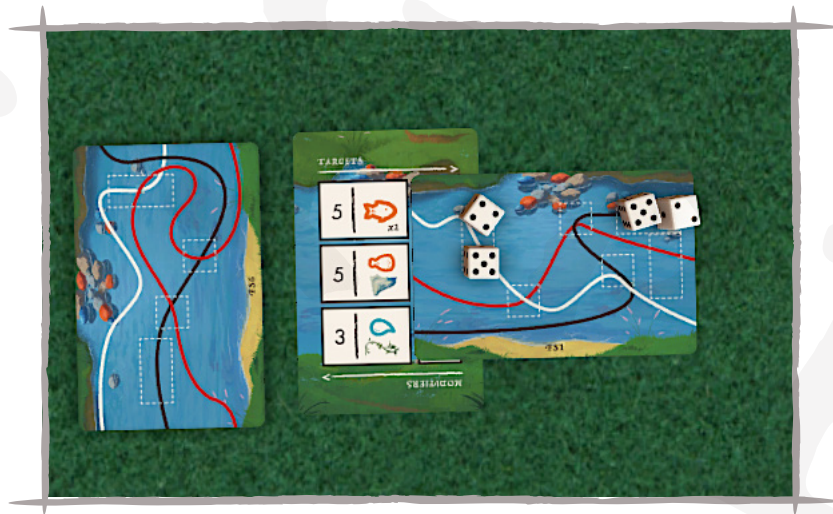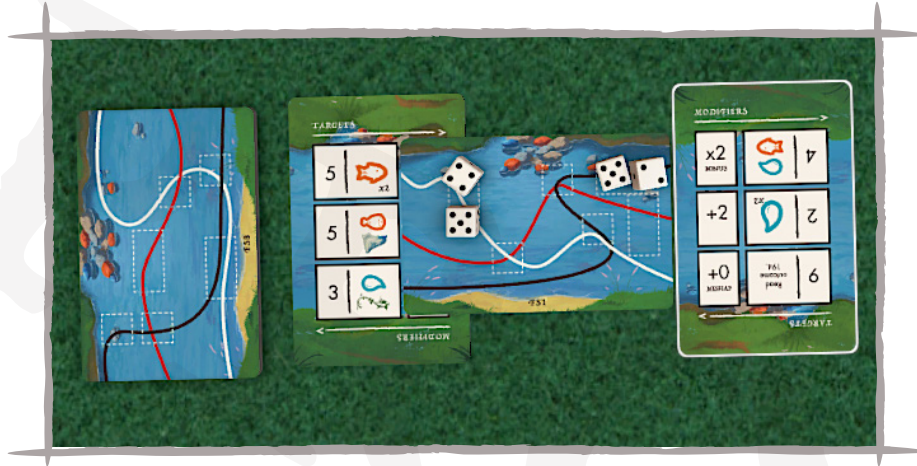
Step 3
Roll four 6-sided dice.

Step 4
Divide these dice as you choose between the strike locations.

Each strike location can accommodate 1 or 2 dice, based on its size (the small squares can hold 1 die, the larger rectangles can hold up to 2 dice).

Step 5

Draw another Fishing card and place it faceup, vertically on the right, to create the outcome.

The outcome contains three modifiers (numerical modifiers and results contained in boxes). Each line in the water connects to one modifier.

After creating the outcome, apply any rerolls granted by game effects.

Step 6

Choose a strike location. Compare its strike value (the sum of the dice in that box) to the final value of one line that passes through it (the base difficulty modified by the modifier value). If the strike value equals or exceeds the chosen line value, the character succeeds, and they gain the food, water, and/or materials for that line. If the strike value is less than the final value of the chosen line, the character fails. Then, whether they succeed or fail, remove all dice from that strike location.

If a character succeeds on a line with a bonus, they also gain the location's bonus (for a river, gain 1 additional water).

If a character fails on a line with a mishap, they suffer the location's mishap (for a river, suffer 1 minor injury by placing a minor injury token on their vitality track).


Base Difficulty 5 + Modifier 0 = Final Difficulty 5
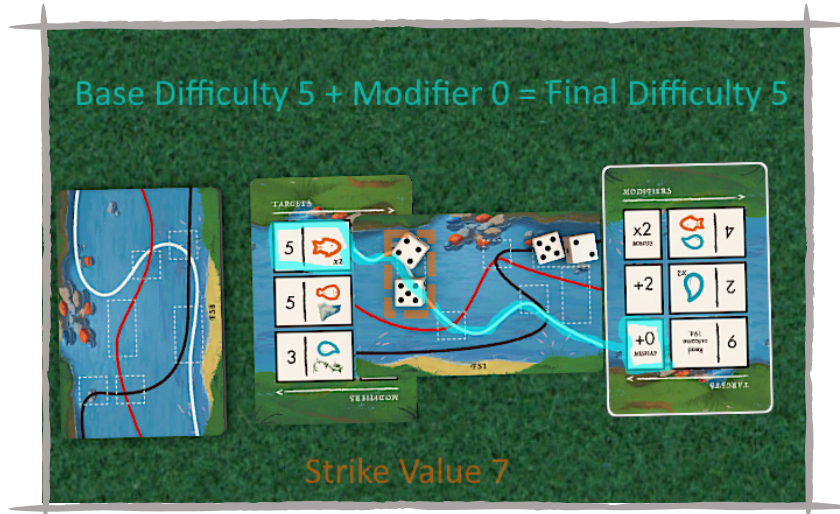
Strike Value 7

Example: The first strike location has a strike value of 9 and is crossed by the white line.

Because the strike value exceeds the line's value (base value 5 + 0 modifier), the character gains the items listed in the target (2 fish). If the strike value had been 4 or lower, the character would have failed and suffered the mishap listed in the modifier instead.

After fishing, place everything acquired this way into your character's inventory (the bag indentation on their mantle).

Forage at a Forest or Plains

Next, one player must forage at the hex's forest or plains by spending 2 ⚡.
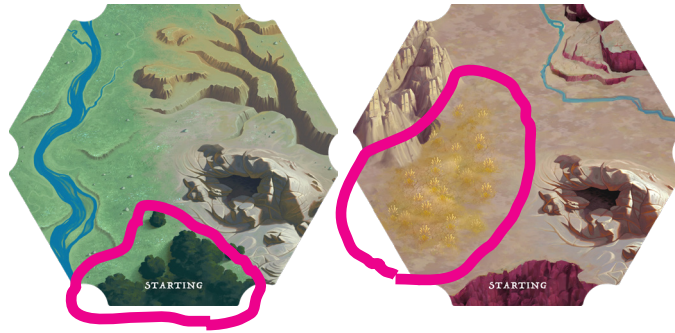
Set Up Forage Deck

Normally, you would shuffle a full Forage deck (forest or plains, based on your location). However, to learn about foraging, take cards FF01–FF06 from the forest deck or cards FP01–FP06 from the plains deck. Stack the deck such that cards 01 and 02 are on top (the order of the other cards is irrelevant).

Next, follow these steps:

Step 1

Draw two cards.

You will choose one of these two cards to begin your foraging tableau and place the other back on top of the forage deck.

Each card has three rows: front, middle, and back. Each of those rows can contain one or more objects represented with art.

> **Front Rows:** FP01 (creek, animal tracks), FP02 (root plant)
> **Middle Rows:** FP01 (grain plant, small prey x2, root plant), FP02 (tree, small prey)
> **Back Rows:** FP01 (grain plant x2), FP01 (predator, grain plant x3)

The front row is the closest to you and contains objects close by. The middle row contains objects slightly further away. The back row is farthest away from you.

The choice of which card to add depends on two factors: which resources you want to gather, and how close the predator is to you. For now, you are focused on gathering food. Since both cards have options for food, choose the safer option in FP01 for now.

Return the card you did not select for your tableau to the deck.

Step 2

Next, expand your tableau. Shuffle the Forage deck, then draw two additional cards, choose one, and add it to your tableau. Return the other card to the Forage deck. There are some restrictions on cards you can choose.
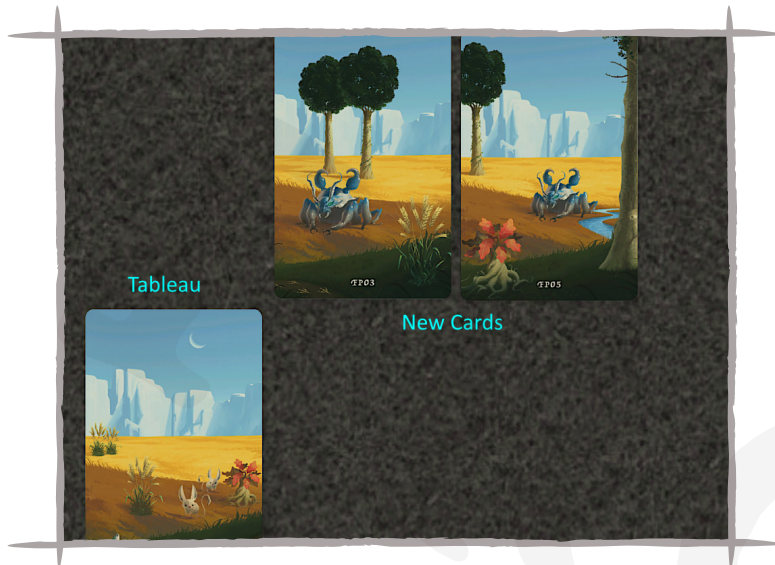
Tableau

New Cards

For example, you might draw cards FP03 and FP05. Both have predators, but because there are no predators in your tableau, you could choose either.

If there is a predator in your tableau already, you must choose another card with a predator, if able.
- If choosing between two cards with predators, you must choose a card with a predator in the same row as the closest predator in your tableau or closer, if able.
- If there is ever a predator in the tableau in the front row, resolve the **predator encounter** (see below), then proceed to Step 5.

Step 3
Choose to harvest (proceed to Step 4) or continue searching (return to Step 2).

Step 4
Choose one type of object in your tableau (e.g. a tree or a nut bush) to harvest.
To choose an object, it must be within reach (see below). Choose additional objects of the same type that are also within reach, up to your harvest cap (see below). Gain 1 corresponding token for each chosen object. Then, gain any tokens corresponding to bonus objects that appear within the chosen objects.

In the case where you chose FP05, you would have several options for harvesting. Remember, you choose one type of object to harvest. Here, you could choose wood, water, small prey, or even follow the animal path in FP01 to the grain in the second and 3rd row. However, harvesting the root plants is a reliable, easy source of food. Because the root plant is in FP05's first row (which is always within reach), the root plant in FP01's second row is also within reach. Harvesting root plants gives you two roots.
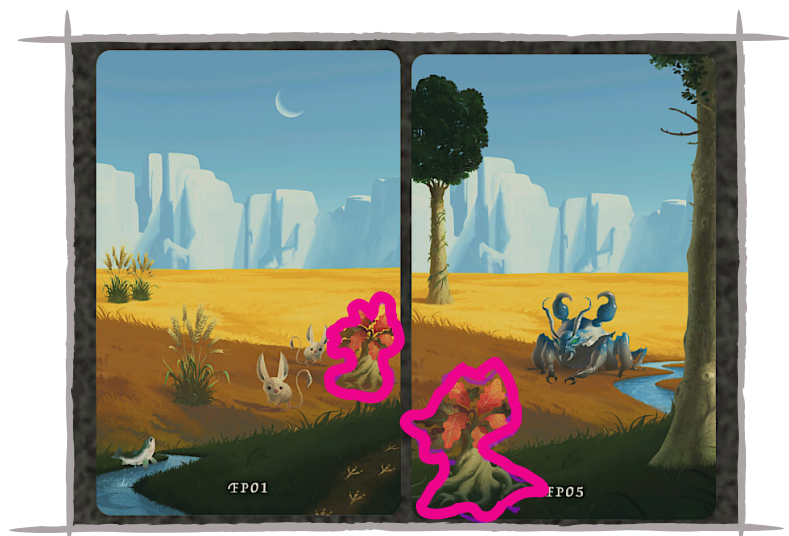
Note that the fish in the creek on FP01 is a bonus object. If you chose to harvest the creek instead of root plants, you would instead gain 2 water (1 for the creek in FP01's first row, and 1 for the creek in FP05's second row) plus 1 fish (the bonus object in FP01's creek).

An object is **within reach** if it appears in a front row, or if there are chosen objects of the same type or **animal paths** in each row before it on any card in your tableau. For example, if you choose to harvest a tree in the front row, this means that any tree in the middle row is now also within reach. If you then choose to harvest a tree in the middle row, any tree in the back row is now also within reach.

• Note that some animals can be reached only by animal paths. When you harvest one or more animals, you have an **animal encounter** (see below).

Unless you have an item or other effect to increase it, your **harvest cap** for all types of objects is 3.

• Note that when there are more objects of a given type within reach than your harvest cap allows you to take, you choose which of those objects you harvest. This can matter for acquiring bonus objects.

Step 5
Stop foraging.

List of Objects
A full list of food and materials that can be harvested, along with a primer on how these appear in art, can be found in List of Objects on page 30 of the rulebook.

Animal Encounters
If you follow an animal path to an animal or if you draw the card with the predator in the front row, you have an animal encounter. After the animal encounter, proceed to Step 5 (stop foraging). Do not harvest any other objects, as you spent your time hunting or fighting instead.

Depending on the animal you encounter, the following applies:

Large prey are found only in the forest. When a character has a large prey encounter while foraging, they must hunt. You cannot choose more than 1 large prey to harvest during a single foraging action.

Small prey are found only in the plains. When a character has a small prey encounter while foraging, they must hunt. You can choose up to 3 small prey to encounter during a single foraging action. For each small prey you choose to harvest, increase the difficulty of the test to hunt by 1 (thus it requires a 6+ to catch one, 7+ to catch two, and 8+ to catch three small prey).

Hunt
Test 〰 to hunt.
8+: You bring the graceful, antlered creature down. Gain 3 meat, 1 bone, 1 hide, and 1 tendon.
1–7: The creature slips past you, vanishing into the dappled light of the forest. No effect.

Hunt
Test 〰 to hunt.
5+: You seize the small, scurrying creature. Gain 1 meat per prey you harvested this way. Then, gain 1 hide and 1 bone.
1–4: The creture slides into a hole beneath a bush and vanishes. No effect.

Predators are found in both the forest and the plains. When a character has a predator encounter while foraging, they must choose to flee or fight. A character can also intentionally begin a predator encounter by using an animal path to bring it within reach to harvest. In this case, you cannot choose more than 1 predator to harvest during a single foraging action.

Fight

Test 🔶 to fight.

10+: Slay the predator! Gain 2 meat, 1 tooth, 1 shell, and 1 tendon.

1–9: Escape with a nasty cut. Suffer 1 major injury.

Flee

Test 〰 to flee.

8+: Escape! Suffer no ill effects.

1–7: The creature's razor jaw grazes you as you retreat. Suffer 1 major injury.

Mine at a Chasm

Next, one player must mine at the hex's chasm by spending 2 ⚡.

Follow these steps:

Step 1

Shuffle the mining chips facedown (with the side with no symbol showing). Then gather 2 sunstone, 1 cloudstone, and 2 riverstone chips.

Sunstone   *Cloudstone*   *Riverstone*

Step 2

Place these chips into the bag.

Step 3

Feel the chips inside the bag without looking.

Step 4

Pull 1 chip out of the bag. Gain a material matching the chip, then resolve the effect associated with the omen on the back of the chip.

- If the omen on the chip is Comet, suffer 1 minor illness (place a minor illness on the character's health track).
- If the omen on the chip is Moon, it matches the starting omen on your Challenge card. This means that you resolve the Match Effect and ready entry 188 in the Codex.
- If the omen on the chip is Star, your character suffers a minor injury. Take a minor injury token and place it on their health track.
- If the omen is Sun, lose 1 energy.
- The current omen is Cloud, so if the omen on the chip is cloud, gain 1 water.

Step 5

Choose to pull another chip out of the bag up to 1 more time or stop mining, ending the activity.

After mining, place everything acquired this way into your character's inventory (the bag indentation on their mantle).

RESOLVING THE FIRST NIGHT PHASE

Now that you have completed the first Day phase, read the following aloud:

You've found the basic supplies you'll need in the valley, but night descends and the temperature drops with the sun. You'll have to rest as best you can despite the lack of shelter.

Each Night phase, your characters have a chance to rest, then they must face perils of the night, represented by drawing a Night card. Every night, players resolve the following steps:

Step 1
Night Phase Begins
If any effects would trigger at the start of the Night phase, they occur now. For the moment, skip this step.

Step 2
Rest
Next, characters rest to regain energy based on the following:

- Automatically: Gain 1 ⚡ if there are 3 or 4 characters, or 2 ⚡ if there are only 2 characters.
- Food consumed: If the character has a food token in their appetite slot, they gain 1 ⚡.
- Water consumed: If the character has a water token in their thirst slot, they gain 1 ⚡.
- Shelter/Fire present: If the character is in a hex with the ⛺ or 🔥 icon (or anything that grants shelter, such as a structure effect), they gain 1 ⚡.

Additionally:

- If a character didn't eat any food or drink any water, they suffer 1 minor injury from hunger.
- If a character both ate and drank, they degrade one injury or disease (flip a disease or injury from major to minor, or remove a minor injury or disease).
- If a character refills their energy completely, they gain a minor boost to an ability of their choice as they awake ready to seize the day!
- Some food can be eaten only if it has been processed. If food has a processing icon on it (🐚 for grain or 🌰 for nuts), it must be processed to be eaten. You will learn about processing below, during the Process Materials goal.

Unprocessed

Processed

Grain   Nut
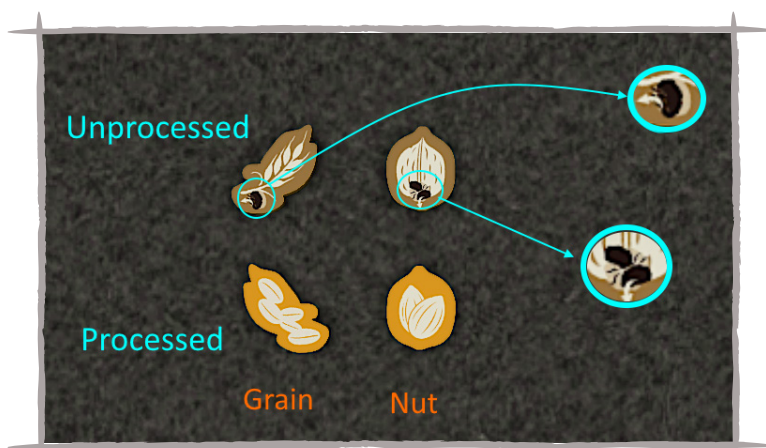
Boosts
When a character is instructed to gain a minor boost to an ability, place a boost on its "+1" side in the slot under that ability. When a character is instructed to gain a major boost to an ability, place a boost on its "+2" side in the slot under that ability instead.

When a character makes a test using a boosted ability, they add the value of the boost ("+1" or "+2"), then degrade the boost (reduce a "+2" to "+1" or remove a "+1").

Step 3
Degrade Food
After characters rest, any food that can spoil degrades. Food that can spoil is marked with an arrow/X icon. If it is fresh (on the side with the arrow icon), it flips to the decaying side (X). If it is already on the decaying side, remove it instead.

Step 4
Tend Fire
If you had fire, you would need to feed it wood at this point to stay lit. You don't, so move on from this step.

Step 5
Night Actions
If you had any Night actions granted by items or other sources to resolve, they would be resolved now. You don't, so don't worry about this for the moment!

Step 6
Reconcile Inventory
If any character can't fit all of their materials and food in the bag slot on their mantle board, they must discard excess tokens until all remaining tokens fit.

All materials, food, and water must be placed such that they are flat against the base of the inventory indent. Remove anything that can't be made to fit this way.

Remember that after any action, you can share items with your friends. Consider dividing up materials and food so nobody gets stuck throwing useful things away!

Step 7
Draw Night Card(s)
Finally, Night cards must be resolved. One Night card must be drawn for each hex with one or more characters in it. If multiple characters are in the same hex (as is the case now), the group chooses which character draws and resolves the card.

The chosen player first draws the top card of the Night deck and reads its conditions to check whether it can be resolved. If it can, they read it, and resolve any text it contains. If it can't, they discard it and draw another card, repeating this process until they draw a card they can resolve. After a card is resolved, it is discarded.

Tests

To make a test, roll 1d6 and add the ability you are instructed to use. Some tests call out specific circumstances that add a bonus.

Then compare your result to the test outcomes. Resolve the effects associated with the number (or range of numbers) that matches the result of the test.

After the card is resolved, increase the **activity** by the number written at the bottom of the card. If two or more cards are resolved, increase the activity by the numbers at the bottom of all cards resolved.

The last Night card to be resolved (the one on top of the discard pile) determines the current omen(s) for the next day.

Finally, check the Challenge card. If an event occurs at the listed activity level, resolve that event now, at the end of the Night phase.

THE SECOND DAY ONWARD

Now that the night is over and a new day has begun, the group can move on to the next Goal: Explore Your Surroundings.

As the goal explains, characters can **explore** an adjacent, unexplored hex by spending ⚡⚡ and moving into it, then resolving a Discovery card. When a character draws a Discovery card, they first draw the top card of the Discovery deck and read its conditions to check whether it can be resolved. If it can, they read it, and resolve any text it contains. If it can't, they discard it and draw another card, repeating this process until they draw a card they can resolve. After a card is resolved, it is discarded.

Additionally, characters can **move** between explored hexes. To move between two hexes, first chart a path between the hexes. If an open path can be drawn such that a character can move from one hex into the other without crossing a terrain feature, it costs ⚡. If there is no open path (the character must cross 1 or more terrain features to reach their destination hex), it costs ⚡⚡ instead.

Open Path

Obstructed Path
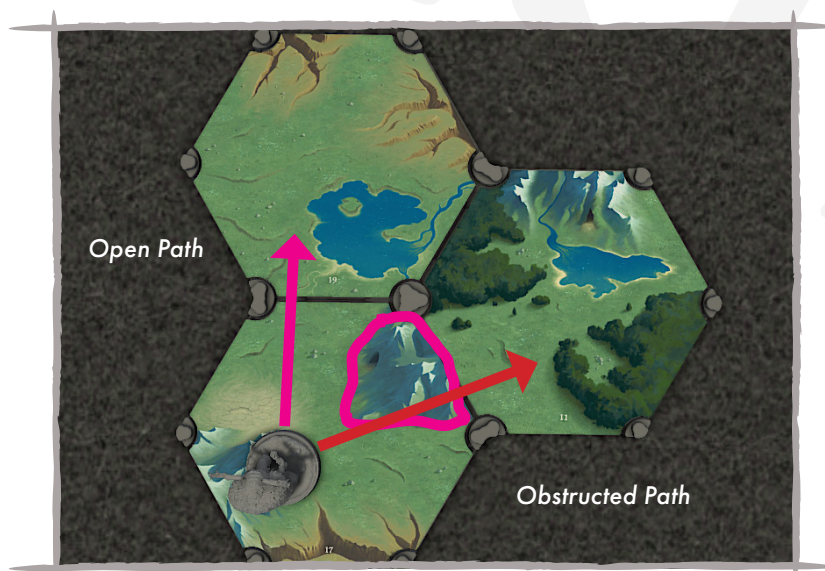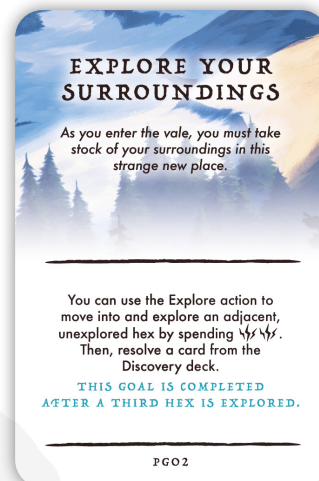
A few features do not require an extra ⚡ to cross. Plains and dried flats are considered open terrain. See the Terrain Reference Sheet for details.

Finally, characters can explore off their current trays to reach new areas. See the Explore action on page 23 of the rulebook for full details when a player decides to leave their current terrain tray.

Proceed at Your Own Pace

From here on, when a Goal card's conditions are met, flip it immediately. The group can then start working on the next Goal without waiting for the Day to end.

Explore and enjoy yourself, but keep in mind that if activity reaches 20 or higher at the end of any Night phase, the game will end on its own (and you might not like the conclusion)!

The remainder of this guide covers the remaining goals and the basic concepts needed to complete them.

GATHER RESOURCES

This can be completed using the activities taught during Through Walls of Ice (see p. 8).

Wood and fiber can be acquired from foraging, and occasionally in other places.

Tree with vines (yields 1 wood, 1 fiber)

GATHER RESOURCES

To thrive in this new place, you'll need to acquire resources beyond just food and water. Fortunately, this valley has many materials available, but you'll have to work to get them.

You can gain materials from foraging, mining, and even sometimes from fishing.
THIS GOAL IS COMPLETED WHEN THE CHARACTERS, AS A GROUP, HAVE THE FOLLOWING MATERIALS:
1 wood, 1 fiber, 1 sunstone, 1 cloudstone, and 1 riverstone.

PGO3

Sunstone, cloudstone, and riverstone can be gathered from mining, and occasionally found in other places.

PROCESS MATERIALS

As an action, a character can spend ⚡ to process materials in their inventory.

First, a character determines any processing icons available to them. For now, the only way to have processing icons is in the top left corner of materials in their inventory. For example, sunstone is rough, which is reflected by its shaping icon (🐚, and can be used to shape certain other materials. A cloudstone, meanwhile, can be shaped into a more workable form with this icon.

A character can have more than one icon available, and can use any number of available icons of the same or different type as part of the same Processing action. However, each individual instance of an icon can be used only once per Processing action.

PROCESS MATERIALS

In order to make more advanced tools, you'll have to figure out how to shape, cut, or break down the materials you find into more useful components, or into rudimentary tools themselves.

You can take the Processing action to use any tool icons in your possession to flip material tokens with a corresponding icon.
THIS GOAL IS COMPLETED WHEN THE CHARACTERS, AS A GROUP, HAVE THE FOLLOWING MATERIALS:
1 shaped cloudstone, 1 flaked riverstone, and 1 woven fiber.

PGO4

Note also that some food tokens can be processed in the same manner (and must be processed to be eaten).

Processing Icon Used

Processing Icon Required
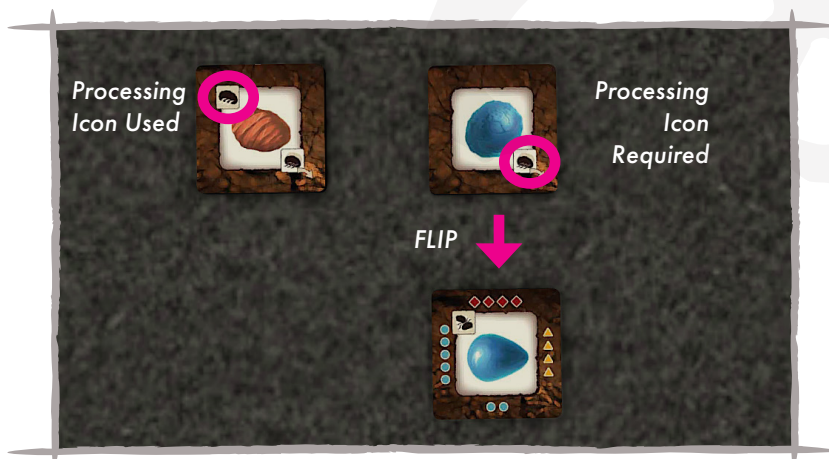
FLIP

For example, a character with 1 sunstone in their inventory has 1 🐚 icon available, which they can then use on the cloudstone in their inventory. They take the Processing action and flip the cloudstone. Incidentally, this reveals that the processed cloudstone grants the 🪲 processing icon.

MAKE TOOLS

The Crafting action lets players combine two materials by spending ⚡.

To start crafting, place two material tokens in front of you. Look at the art on these tokens. Does the orientation of the two tokens next to each other call to mind any possible items you might create by combining them? Consider both which materials you choose and their relative orientation when you put them together.

When you find a promising pair, place the two tokens such that their edges are aligned. If the pips on the aligned edges are of the same shape and color, the two materials could be a match! Reading left to right, determine the four-digit code the materials produce in this alignment.

Red 1410

Consult the table in the codex that corresponds to the color of the first set of pips (red, blue, or yellow) and look for an entry with the numerical code you found. If the code is there, read the entry to find out what your experimentation wrought! If there is no code, your experimentation is unsuccessful.

If you create an item, the materials are spent and returned to the supply. However, if you did not create an item, you keep the materials and return them to your inventory.

COMPLETING THE GAME, AND ONWARDS!

When you reach the end of your first game (via an outcome in the Codex that you are instructed to read on the Challenge card or in another place), you'll have completed your first steps into the valley. Many more challenges await you. The outcome will tell you what to do to prepare for future games!

UNFAMILIAR RULES

IIf you are asked to deal with a rule that you haven't encountered yet at any point, look up that rule in the Rulebook. While most Challenges, Goals, and other sources of new rules give at least an overview, more details can usually be found in the Rulebook.