EXPLORE – read Exploration Journal

1🏃 per Party member

- **Requirements:** When a choice requires a specific Attribute or Item, it is enough for one character in the Party to meet the requirement.
- **Rolls and checks:** When asked to roll a die and add your Attribute value, use the highest value among Party members (do not add the values together).
- **If you have…:** When you encounter a redirection that applies to you, *immediately* follow its directions, without reading beyond that line.
- **Gain**: Most rewards (e.g. Food, Wealth, Items) do not scale and must be shared between Party members, unless it explicitly says that *each player* gains the reward.
- **Pay:** You cannot pick an option that requires you to pay if you do not have enough resources. If some members of the Party cannot or do not want to pay, they drop out of the exploration; the players who are able to pay continue with the exploration.
- **Lose:** You can always pick an option that requires you to lose resources even if you have fewer than specified, simply lose as many as possible.
- **Exchanging and trading:** Party members can freely exchange Food, Wealth, Items and Secrets.
- **Sharing costs:** Party members can pay 🏃 or Magic for each other.

TRAVEL – move to a connected location

1🏃 per Party member

INSPECT A MENHIR – only in Locations with 🔔

Free – 0🏃 per Party member

- Flip the Location card to check the Menhir's activation cost.
- If you have all the requirements and you can pay the cost, you may immediately activate it.

TRADE – exchange Food, Wealth, Items, Secrets

Free – 0🏃 per Party member

LOCATION ACTION – do the action printed on your current Location card

?🏃 total (cost/reward does not scale if you are in a Party)

ITEM / SECRET ACTION – do the action printed on one of your Item/Secret cards

?🏃 total (cost/reward does not scale if you are in a Party)

CHARACTER ACTION – do the action printed on your Character board

?🏃 total (cost/reward does not scale if you are in a Party)

- Party members can help pay the 🏃 cost as usual, but the Character performing the action must always pay at least 1🏃.