



# INTRODUCTION

*Travel is a foundational element of fantasy storytelling. In Daggerheart, it is possible to fully embrace this aspect of play by drawing on a strongly cinematic imagination, full of grand journeys, long crossings, and epic travels worthy of the genre's greatest classics.*

*This compendium is intended as a set of guidelines on how to manage travel in Daggerheart, leveraging the game's narrative potential to give depth to this moment of play without slipping into excessive simulationism.*

## CREDITS

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