

The Amber Crossing

01 · Skyways · Sky

DISCOVER A silent airship waits above a broken bridge.

DECIDE Who left it here, and what must stay behind?

CardGlyph sample / Lantern Atlas



A Bell Above Clouds

02 · Skyways · Sky

DISCOVER A distant bell rings whenever the wind stops.

DECIDE Follow its sound or map a safer route?

CardGlyph sample / Lantern Atlas



The Folded Horizon

03 · Skyways · Sky

DISCOVER Your map shows an island where the sky is empty.

DECIDE What makes the island visible?

CardGlyph sample / Lantern Atlas



The Last Mooring

04 · Skyways · Sky

DISCOVER One empty dock still keeps a lantern burning.

DECIDE Who is expected, and why are they late?

CardGlyph sample / Lantern Atlas



A Weather Archive

05 · Skyways · Sky

DISCOVER Glass jars hold storms from forgotten seasons.

DECIDE Which jar could open your next passage?

CardGlyph sample / Lantern Atlas



The Quiet Beacon

06 · Skyways · Sky

DISCOVER A tower answers light with a pattern of shadows.

DECIDE Send a greeting or keep your position hidden?

CardGlyph sample / Lantern Atlas



The Listening Grove

07 · The Deep Grove · Wood

DISCOVER The trees repeat the last promise spoken here.

DECIDE What promise will you leave for the next traveler?

CardGlyph sample / Lantern Atlas



The Glass Orchard

08 · The Deep Grove · Wood

DISCOVER Clear fruit preserves scenes from another life.

DECIDE Whose memory would you carry with you?

CardGlyph sample / Lantern Atlas



A Rootbound Gate

09 · The Deep Grove · Wood

DISCOVER An arch of roots closes whenever someone hurries.

DECIDE What can you notice only by waiting?

CardGlyph sample / Lantern Atlas



The Moss Library

10 · The Deep Grove · Wood

DISCOVER Living pages remember every path through the wood.

DECIDE Trade a memory for a route, or find your own way?

CardGlyph sample / Lantern Atlas



The Green Witness

11 · The Deep Grove · Wood

DISCOVER An antlered guardian carries a broken compass.

DECIDE What would earn its trust?

CardGlyph sample / Lantern Atlas



A River of Names

12 · The Deep Grove · Wood

DISCOVER Each stone in the stream whispers a different name.

DECIDE Which name belongs to a place you have not found?

CardGlyph sample / Lantern Atlas



The Quiet Orbit

13 · The Night Observatory · Star

DISCOVER A brass moon circles a point marked with your name.

DECIDE Move the moon or change the name?

CardGlyph sample / Lantern Atlas



A Borrowed Star

14 · The Night Observatory · Star

DISCOVER One star has been removed from every chart.

DECIDE Who borrowed it, and what did they leave in return?

CardGlyph sample / Lantern Atlas



The Turning Room

15 · The Night Observatory · Star

DISCOVER The observatory floor rotates while the sky stays still.

DECIDE Which direction feels like home?

CardGlyph sample / Lantern Atlas



The Unfinished Dial

16 · The Night Observatory · Star

DISCOVER A clock measures journeys instead of hours.

DECIDE What must happen before its final hand can move?

CardGlyph sample / Lantern Atlas



An Echo in Brass

17 · The Night Observatory · Star

DISCOVER A telescope carries a voice from tomorrow.

DECIDE Ask for a warning or leave a message?

CardGlyph sample / Lantern Atlas



The Dawn Ledger

18 · The Night Observatory · Star

DISCOVER A book records sunrises that have not happened yet.

DECIDE Which entry would you protect from being erased?

CardGlyph sample / Lantern Atlas