

TORS the WEIRD — HERO

HOLDS: Tarvis Spade
PROGENY: Discard 1 WATER + 1 WOOD + 1 ORE to draw and play 1 DHARGON EGG into his location, if possible. The 1st DHARGON COLLECTOR hatched from an egg he made can become his follower (no roll)



DHARGON EGG

HATCHLING: At the end of the next game round after this egg appears, discard it and replace it with a DHARGON COLLECTOR, if possible, shuffle after.
POISON COATING: Cannot attack or flee but attackers receive 2d6+ damage per non-bow attack



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HATCHLING: At the end of the next game round after this egg appears, discard it and replace it with a DHARGON COLLECTOR, if possible, shuffle after.
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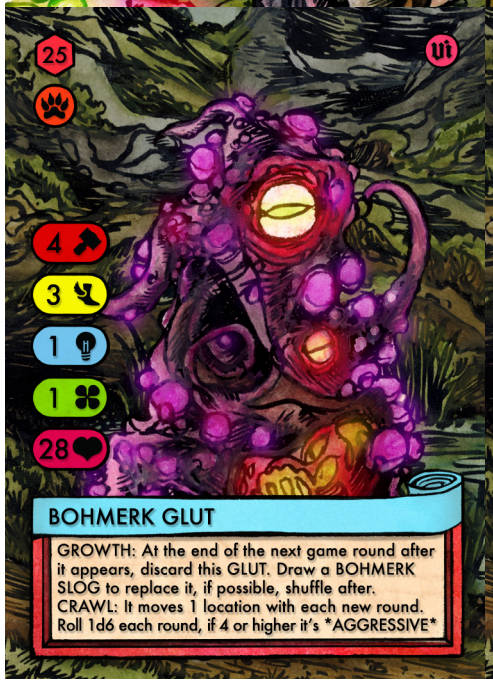
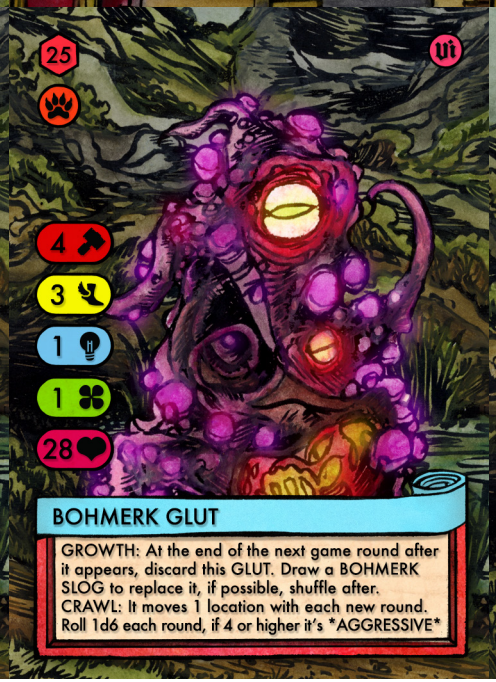


BOHMERK GLUT

GROWTH: At the end of the next game round after it appears, discard this GLUT. Draw a BOHMERK SLOG to replace it, if possible, shuffle after.
CRAWL: It moves 1 location with each new round. Roll 1d6 each round, if 4 or higher it's *AGGRESSIVE*



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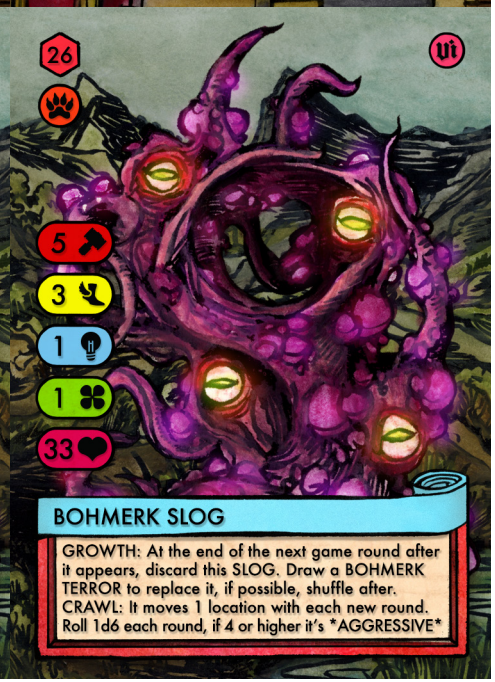
BOHMERK SLOG

GROWTH: At the end of the next game round after it appears, discard this SLOG. Draw a BOHMERK TERROR to replace it, if possible, shuffle after.
CRAWL: It moves 1 location with each new round. Roll 1d6 each round, if 4 or higher it's *AGGRESSIVE*



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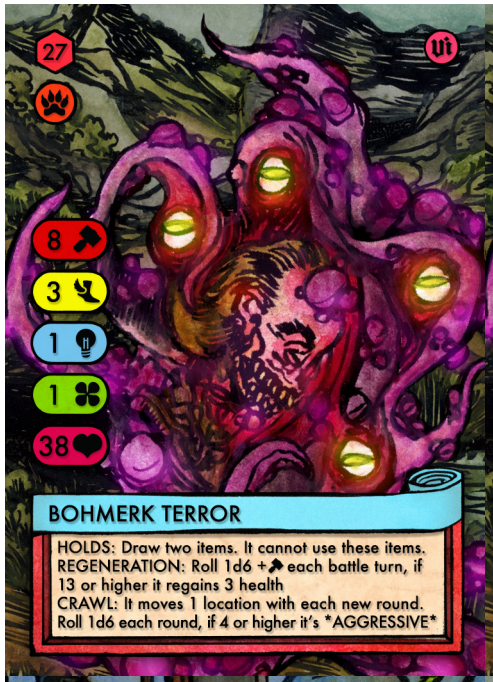





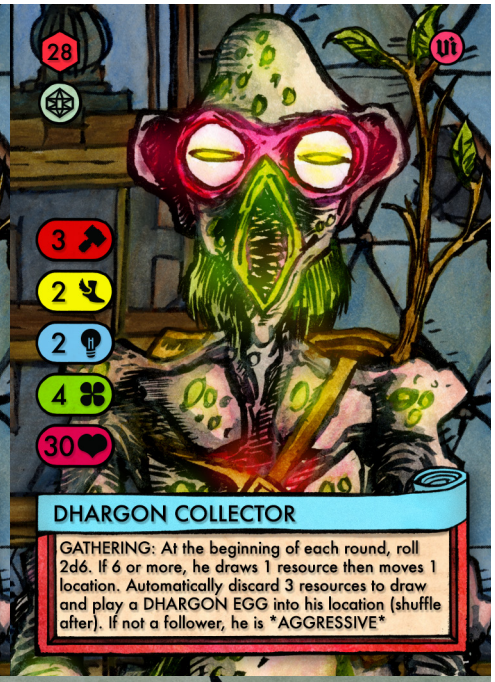







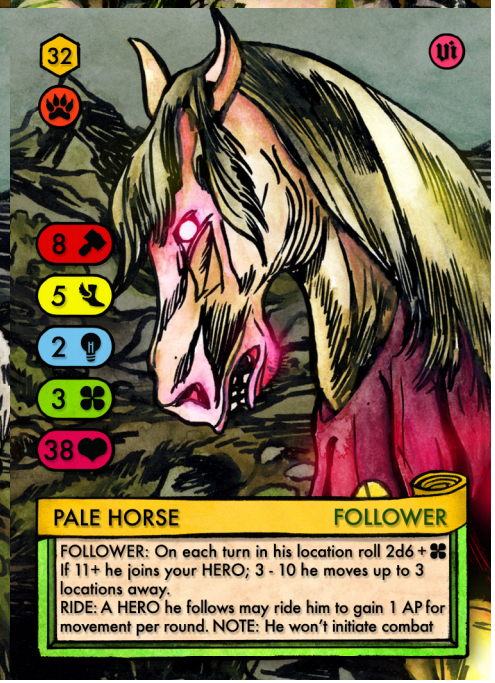

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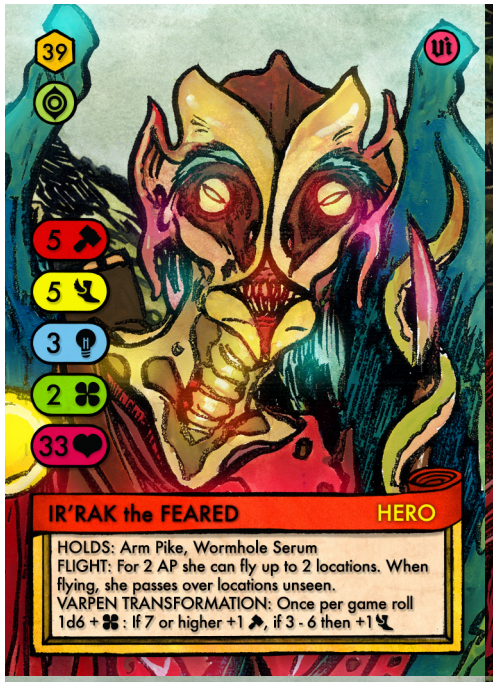
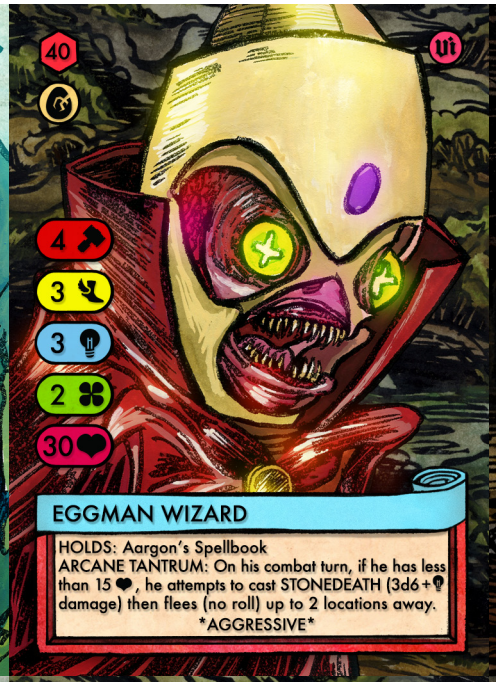


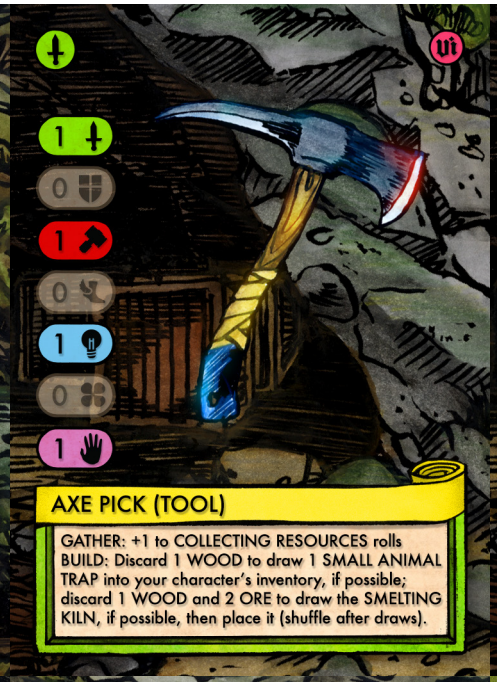
IR'RAK the FEARED — HERO

HOLDS: Arm Pike, Wormhole Serum
FLIGHT: For 2 AP she can fly up to 2 locations. When flying, she passes over locations unseen.
VARPEN TRANSFORMATION: Once per game roll 1d6 + : If 7 or higher +1 , if 3 - 6 then +1



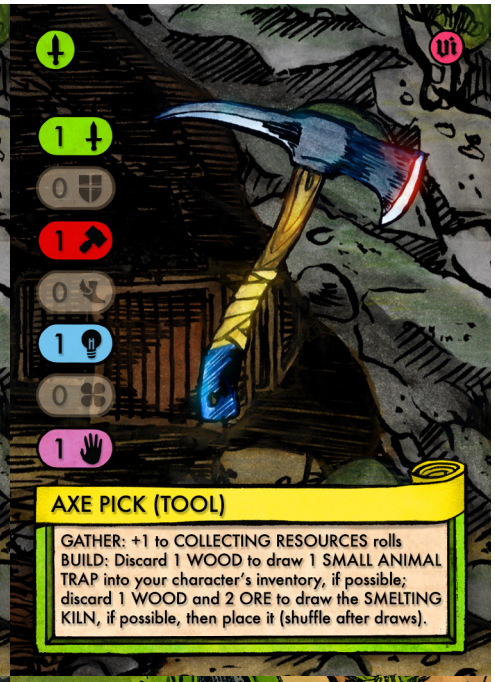
EGGMAN WIZARD

HOLDS: Aargon's Spellbook
ARCANE TANTRUM: On his combat turn, if he has less than 15 , he attempts to cast STONEDEATH (3d6+ damage) then flees (no roll) up to 2 locations away.
AGGRESSIVE



AXE PICK (TOOL)

GATHER: +1 to COLLECTING RESOURCES rolls
BUILD: Discard 1 WOOD to draw 1 SMALL ANIMAL TRAP into your character's inventory, if possible; discard 1 WOOD and 2 ORE to draw the SMELTING KILN, if possible, then place it (shuffle after draws).



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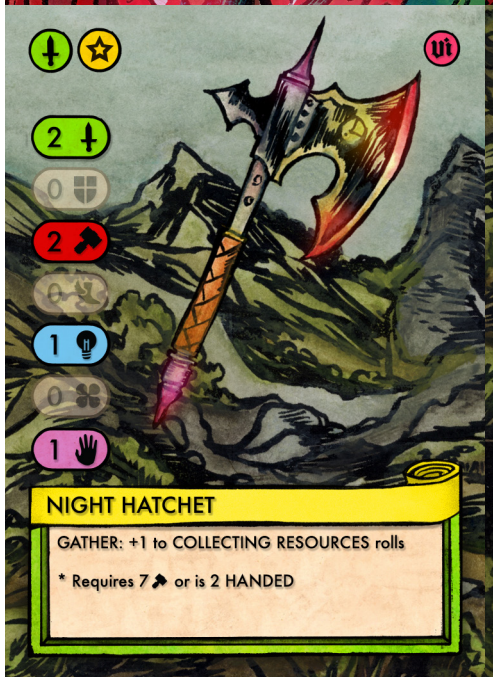
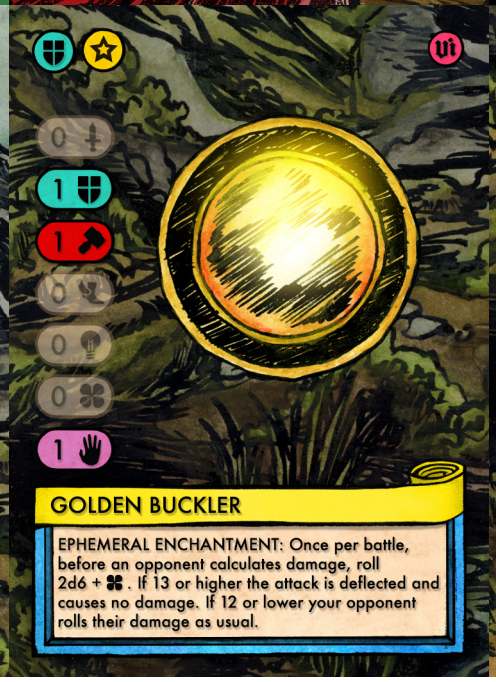


NIGHT HATCHET

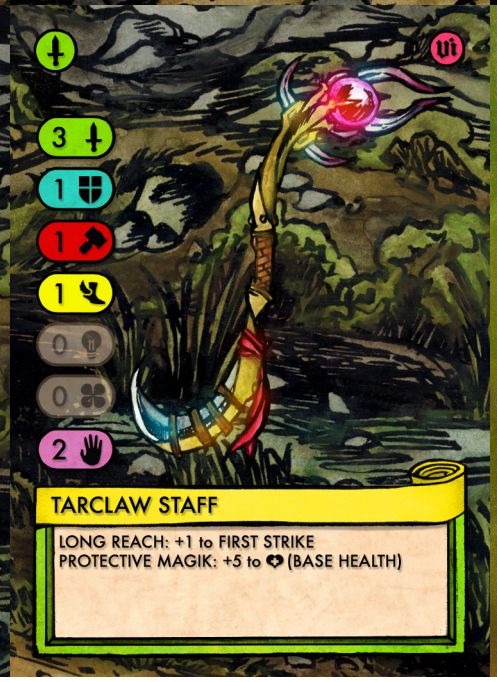
GATHER: +1 to COLLECTING RESOURCES rolls

* Requires 7 or is 2 HANDED



GOLDEN BUCKLER

EPHEMERAL ENCHANTMENT: Once per battle, before an opponent calculates damage, roll 2d6 + . If 13 or higher the attack is deflected and causes no damage. If 12 or lower your opponent rolls their damage as usual.



TARCLAW STAFF

LONG REACH: +1 to FIRST STRIKE
PROTECTIVE MAGIK: +5 to (BASE HEALTH)



ROWBOAT

When played, place the ROWBOAT TOKEN onto a player-controlled character's location.

For 1AP, the rowboat can carry 2 characters from 1 of these locations to another: DEATHBED ISLE FORGE, DEATHBED ISLE CRATER, WATER'S EDGE, THE LIGHTHOUSE or THE WATERFALL PIT. The rowboat may be carried across land.

Discard this card after it has been played, keep the rowboat token on the map for the game.

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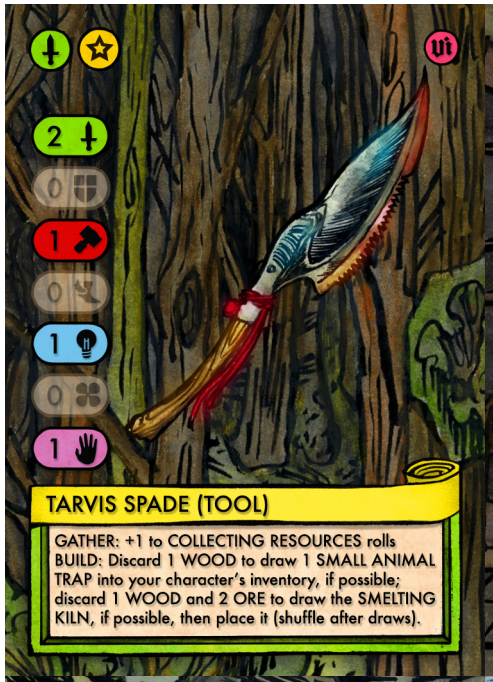


TARVIS SPADE (TOOL)

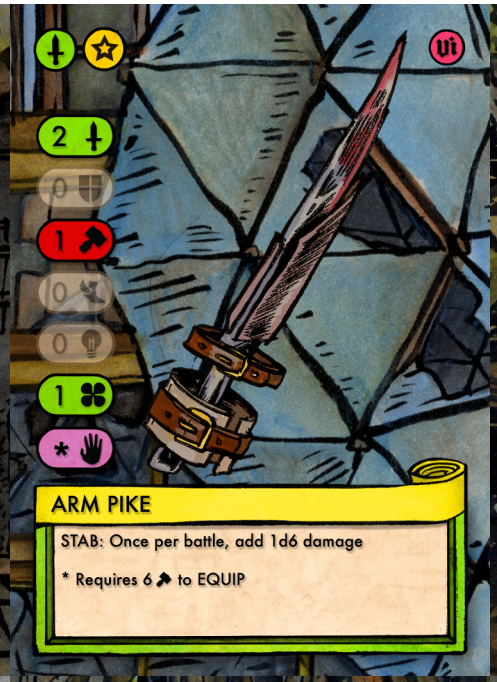
GATHER: +1 to COLLECTING RESOURCES rolls
BUILD: Discard 1 WOOD to draw 1 SMALL ANIMAL TRAP into your character's inventory, if possible; discard 1 WOOD and 2 ORE to draw the SMELTING KILN, if possible, then place it (shuffle after draws).



AARGON'S SPELLBOOK

When equipped, as your battle turn, attempt to cast a spell by saying the name of the spell then rolling 4d6: If a 1 is rolled on any die, the spell is cast successfully, if not the spell fails. Re-roll dice for 1AP

DARK VISION - Enemy skips 1 battle turn, 1d6 psychic damage to the enemy.
TEMPORAL HEX - This curse ages an enemy, reducing their by 1d6 for the rest of the battle.
STONEDEATH - Pebbles are telekinetically projected at an enemy causing 3d6 + damage.



ARM PIKE

STAB: Once per battle, add 1d6 damage

* Requires 6 to EQUIP



WORMHOLE SERUM

Choose any weapon from the item deck, shuffling after. For ONE BATTLE, ALL attributes of one of your equipped weapons (including restrictions) become that of the drawn weapon. Shuffle the drawn weapon back after the battle.

Discard this card after it has been used.

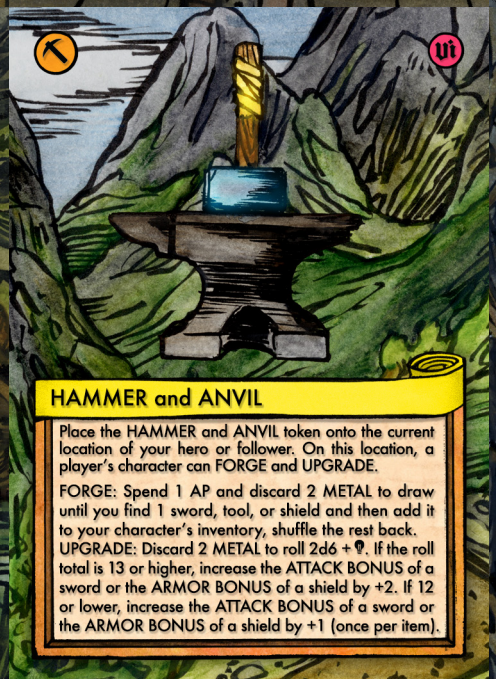


SMELTING KILN

Place the SMELTING KILN token onto the current location of your hero or follower, place this card nearby.

SMELT: While on the same location as the SMELTING KILN, discard 1 ORE to draw 1 METAL.

CRAFTSMAN: While on the same location as the SMELTING KILN, discard 2 METAL to draw the HAMMER and ANVIL, shuffling after.



HAMMER and ANVIL

Place the HAMMER and ANVIL token onto the current location of your hero or follower. On this location, a player's character can FORGE and UPGRADE.

FORGE: Spend 1 AP and discard 2 METAL to draw until you find 1 sword, tool, or shield and then add it to your character's inventory, shuffle the rest back.
UPGRADE: Discard 2 METAL to roll 2d6 + . If the roll total is 13 or higher, increase the ATTACK BONUS of a sword or the ARMOR BONUS of a shield by +2. If 12 or lower, increase the ATTACK BONUS of a sword or the ARMOR BONUS of a shield by +1 (once per item).



SMALL ANIMAL TRAP

On a player's turn, they may place a SMALL ANIMAL TRAP token onto their hero or follower's location (no AP cost) and roll 1d6:

If 4 - 6: At the beginning of that player's NEXT TURN the trap token is discarded, replaced by 1 MEAT card.

If 1 - 3: At the beginning of the NEXT ROUND the trap token is discarded, replaced by 1 MEAT card.

Discard this card after it is used.



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HEROIC QUEST 3-6 QP

DESTROY THEM WITH FIRE!

The bohmerk plague seems unending but you have discovered a simple way to destroy them for good.

After defeating a BOHMERK in combat, burn their remains in a pyre. Spend 1 WOOD to roll 4d6 twice: Roll at least a single 1 to remove them from the game permanently. Reroll 4d6 by spending 1 wood per reroll. If a 1 is not rolled, shuffle the bohmerk back into the character deck.

For each bohmerk removed from the game, gain 3 QP. Gain 6 QP this way, then discard this card.

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HEROIC QUEST 2-7 QP

PLEDGING the BLOODSMEN

NOTE: BLOODSMAN faction characters must shuffle this quest back and draw another Heroic Quest.

The BLOODSMEN are a mercenary group who revel in combat. While not wanting to become a Bloodsman yourself, you would like to stay on their good side. You've spoken to their leader, Hars Kane, and would like to pledge alignment to them.

Gain 2 QP each time your HERO defeats a BEAST, VARPEN or ORPAL faction character. Once 6 QP have been earned this way, your HERO's pledge is complete, gain a 1 QP bonus, then discard this card.

29

HEROIC QUEST 4-7 QP

THE BOATMAKER

NOTE: If the ROWBOAT is in play or in hand, discard this Heroic Quest and draw another.

Draw the ROWBOAT from the item deck, shuffling after. Place it aside. Discard 2 WOOD and 1 METAL to have your HERO construct this rowboat. Upon doing so, the ROWBOAT card is automatically played, gain 4 QP.

Travel through 1 location to another while carrying the rowboat to gain an additional 1 QP (once). Use the rowboat to travel from 1 location to another for an additional 2 QP (once). When all of these tasks have been completed, discard this card.

30

HEROIC QUEST 4-6 QP

THE UNWORTHY WARLOCK

A powerful book of spells has been stolen from the Guild of Warlocks by a band of Eggmen. One of their kind is somehow able to read the book and is using it to relentlessly terrorize local villages.

Draw the EGGMAN WIZARD and equip him. If this is not possible, discard this quest and draw another. In 2 GAME ROUNDS, or whenever possible, place him into a location with no other characters in it. One of your characters must defeat him in combat to gain 4 QP.

Return the book to the Guild of Warlocks by bringing it to THE CROSSROADS and discarding it to gain an additional 2 QP.

31

HEROIC QUEST 3-6 QP

ESCAPE ASSIST

The Huntsmen of Deepforest have contacted you with a request. A Huntmaster, one of their elders, has recently escaped a varpen prison camp and is on the run. Your role in her escape would require you to leave a hidden cache of goods for her to find on her way home.

Collect 1 WATER and 2 WOOD. Discard these resources from your character's inventory (hide them in a cache) while in a location that is 2 locations from THE CROSSROADS to collect 3 QP. At the same time, discard 1 SWORD or 1 MEAT to gain an additional 3 QP.

32

HEROIC QUEST 1-7 QP

ALIEN ALLIANCE

You would like to build a better relationship with a local colony of DHARGON. After many attempts to communicate with them, you have made some progress and can now understand some of their language.

Give a dhargon 1 METAL or 1 TRAP and gain 2 QP for each gift. Give 1 WOOD or 1 ORE to a dhargon and gain 1 QP for each gift. Giving these items has no AP cost. Earn a maximum of 7 QP this way, then discard this card.

For the rest of the game, no dhargon will be *AGGRESSIVE* towards you (unless you attack them).

33

HEROIC QUEST 2-6 QP

EVIL SUMMONS

Recently, you've had a reoccurring nightmare. In it, a figure in a black robe speaks to you. "I will continue my visits until you do my bidding. Carve the sigil of the PRIME EVIL to free me!", they whisper. In the dream, you see 3 trees with sigils carved into them.

Spend 1 AP and, using an equipped sword, carve a sigil into a tree in a location without a sigil to gain 2 QP. After 3 sigils are carved (and 6 QP are gained), discard this card and, at the end of the round, draw to find a HERO (shuffle the rest back). Equip and place them into THE CROSSROADS. They wear a black robe, their eyes glow white, and they are *AGGRESSIVE* for the rest of the game.

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HEROIC QUEST 2-6 QP

DARK WEAPON

Your hero discovered the remains of a long dead adventurer still holding their enchanted weapon. After taking the weapon, your hero began to feel strange. They have been cursed! Draw a WEAPON, then shuffle. Place it into your hero's inventory.

All of their LUCK, FIRST STRIKE, FLEEING, and CONSCIOUSNESS rolls are reduced by 1. Runes on the weapon read "I CRAVE BLOOD." Defeat a BOHMERK, a DHARGON or an ORPAL with the weapon to gain 2 QP for each killed. After gaining 6 QP this way, the curse ends forever. Discard this card, then, for the rest of the game, your hero gains +1 to LUCK, FIRST STRIKE, FLEEING, and CONSCIOUSNESS rolls.

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HEROIC QUEST 1-7 QP

TROPHY HUNT

Your hero and their follower are registered in today's ROYAL TROPHY HUNT! Gain QP for each BEAST FACTION creature (not a follower) that they defeat in combat.

If the BEAST that they defeat has 6 or lower, gain 1QP for defeating it. If the BEAST that they defeat has 7 or higher, gain 2QP for defeating it. After gaining 4QP this way, you may choose to end this quest with a 2ND PLACE finish in the hunt, gaining an additional 1QP bonus (discard this card). Defeat 1 more BEAST for a 1ST PLACE finish to gain an additional 3 QP then draw 3 items. Place 1 in a winning character's inventory (the prize!), shuffle the rest back, then discard this card.

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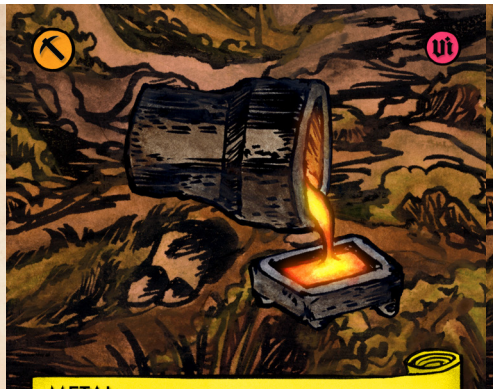
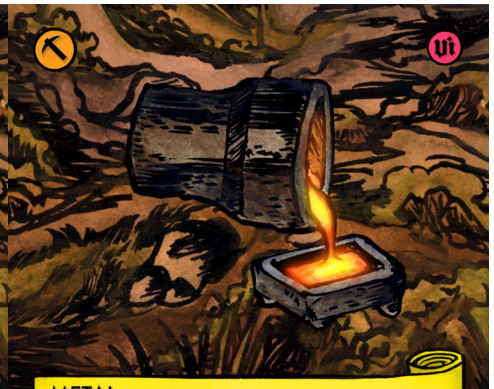


METAL

On the SMELTING KILN location, discard 2 METAL to draw the HAMMER & ANVIL, if possible, shuffle after.



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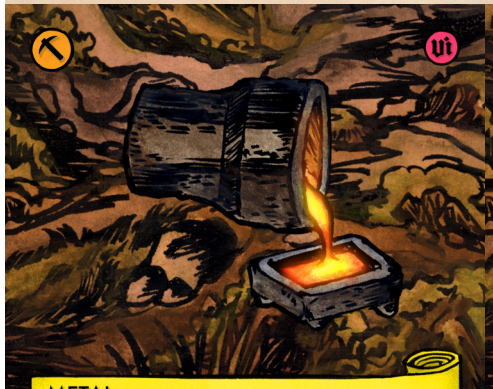

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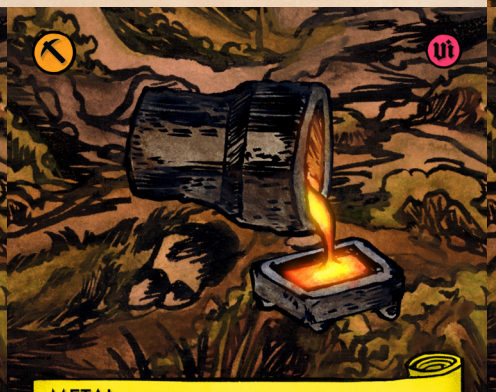

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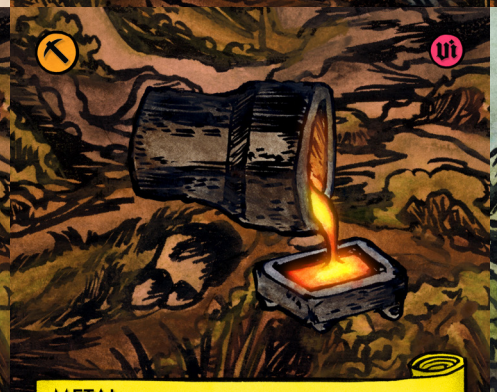

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WATER

PURE, CLEAN WATER: Heal 5
Discard 1 WATER when eating MEAT, heal 15

Discard this card after it has been used.

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ORE

Discard 2 ORE and 1 WOOD to draw the SMELTING KILN, if possible, shuffle after.

Discard 1 ORE while on the SMELTING KILN location to draw 1 METAL, if possible.



WOOD

Discard 1 WOOD and 2 ORE to draw the SMELTING KILN, if possible, shuffle after.

Discard 1 WOOD with a TOOL equipped to draw 1 SMALL ANIMAL TRAP into your character's inventory, if possible, shuffle after.



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Discard 1 WATER when eating MEAT, heal 15❤

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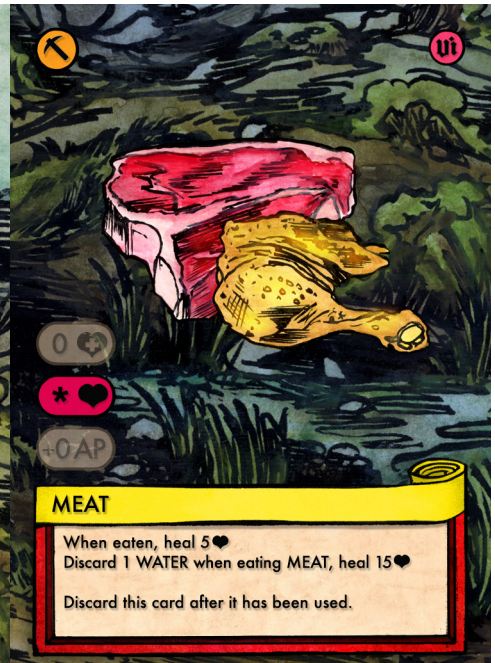

MEAT

When eaten, heal 5❤
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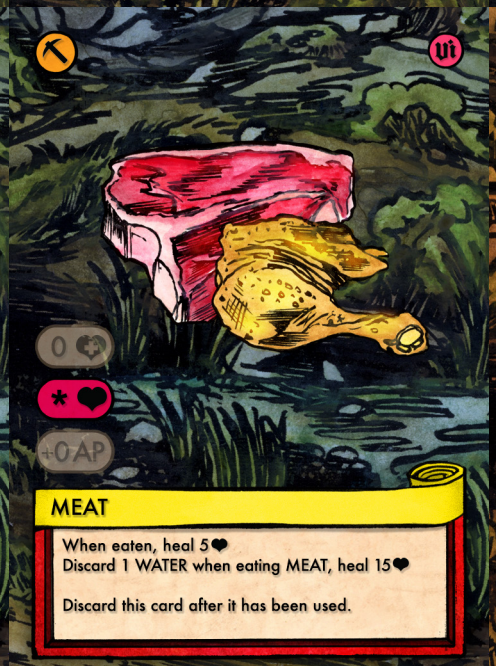

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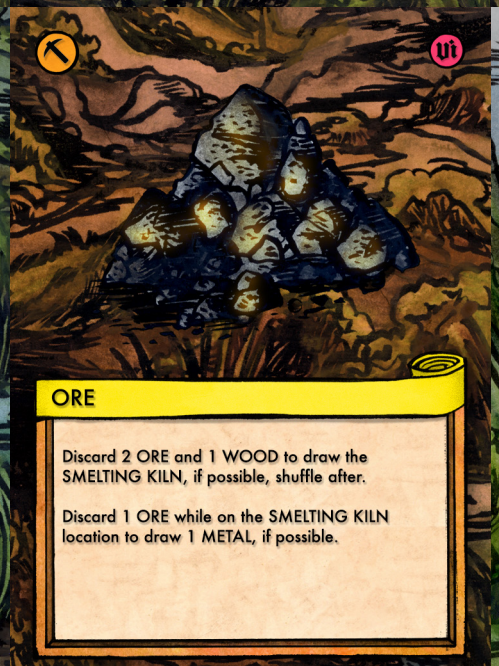
Discard 1 WATER when eating MEAT, heal 15❤

Discard this card after it has been used.



ORE

Discard 2 ORE and 1 WOOD to draw the SMELTING KILN, if possible, shuffle after.

Discard 1 ORE while on the SMELTING KILN location to draw 1 METAL, if possible.



WOOD

Discard 1 WOOD and 2 ORE to draw the SMELTING KILN, if possible, shuffle after.

Discard 1 WOOD with a TOOL equipped to draw 1 SMALL ANIMAL TRAP into your character's inventory, if possible, shuffle after.

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SIDE QUEST 37

CONSTRUCTION PLANS

Collect 3 resources (ORE, WOOD or WATER)

GAIN 2 QP

SIDE QUEST 38

THAT THING WAS ALIVE? WELL, IT'S NOT ANYMORE!

Defeat a BOHMERK in combat

GAIN 2 QP

SIDE QUEST 39

THESE CREATURES ARE NOT OF THIS WORLD!

Defeat a DIAMOND FACTION character in combat

GAIN 2 QP

SIDE QUEST 40

OKAY, THAT'S MUCH BETTER!

Upgrade any WEAPON or SHIELD

GAIN 2 QP

SIDE QUEST 41

SMELTS LIKE METAL!

Smelt two ORE into METAL

GAIN 2 QP

SIDE QUEST 42

I FILLED MY OWN BELLY!

Build a SMALL ANIMAL TRAP, capture prey (MEAT) and eat it.

GAIN 3 QP

SIDE QUEST 43

CRAFT MASTER!

Use a KILN or HAMMER & ANVIL

GAIN 1 QP

SIDE QUEST 44

WOW! THIS IS A LOT BETTER!

Give a WEAPON or SHIELD a permanent or temporary +2 bonus

GAIN 2 QP

SIDE QUEST 45

NOW WE'RE GOING PLACES!

Travel to another location without walking there

GAIN 2 QP

SIDE QUEST 46

GET YOUR HANDS DIRTY!

Use a TOOL to harvest a resource

GAIN 2 QP

SIDE QUEST 47

HERE, MAKE THIS INTO SOMETHING!

Trade 2 RESOURCES to DARVIN, a DIRT TWIN or another player

GAIN 2 QP

SIDE QUEST 48

BACK FROM THE BRINK OF DEATH!

Heal 20 DAMAGE on one turn

GAIN 2 QP

DARK Venture

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