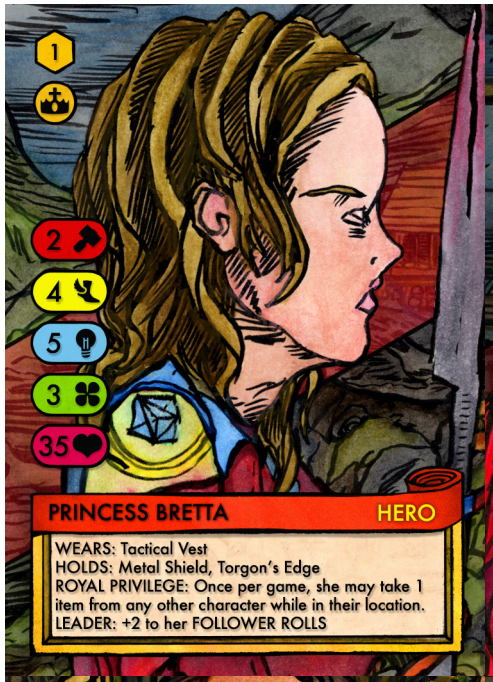


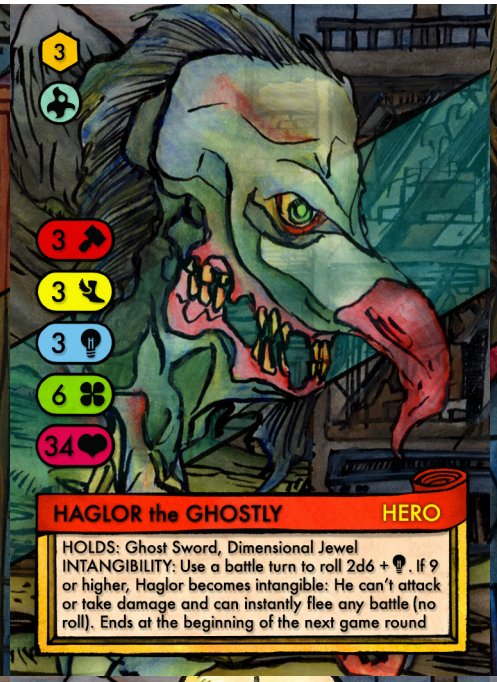
PRINCESS BRETTA — HERO

WEARS: Tactical Vest
HOLDS: Metal Shield, Torgon's Edge
ROYAL PRIVILEGE: Once per game, she may take 1 item from any other character while in their location.
LEADER: +2 to her FOLLOWER ROLLS



THE PLANTMAN — HERO

WEARS: Red Solar Cape
HOLDS: Golden Sword
REGENERATION: After battle he regains 2❤
FIBROUS BODY: Reduce BEAST faction damage by 2
DOUBLE SYSTEMS: Roll 3-6 on 1d6 to stay conscious



HAGLOR the GHOSTLY — HERO

HOLDS: Ghost Sword, Dimensional Jewel
INTANGIBILITY: Use a battle turn to roll 2d6 + 💡. If 9 or higher, Haglor becomes intangible: He can't attack or take damage and can instantly flee any battle (no roll). Ends at the beginning of the next game round



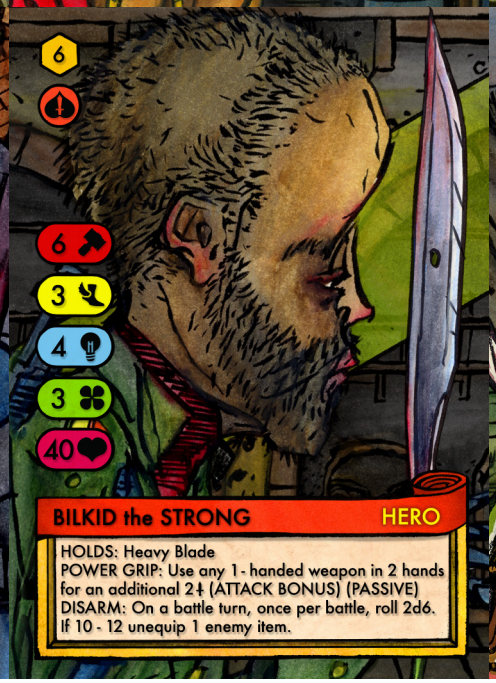
KROSHEL the BRAVE — HERO

HOLDS: The Barking Stick, Medical Pack
WEARS: Leather Body Armor
HEROIC STRIKES: Twice per battle, once per battle turn, add 1d6 to his attack damage
LONER: Heal 2d6❤ at LONER'S CAVERN for 1AP



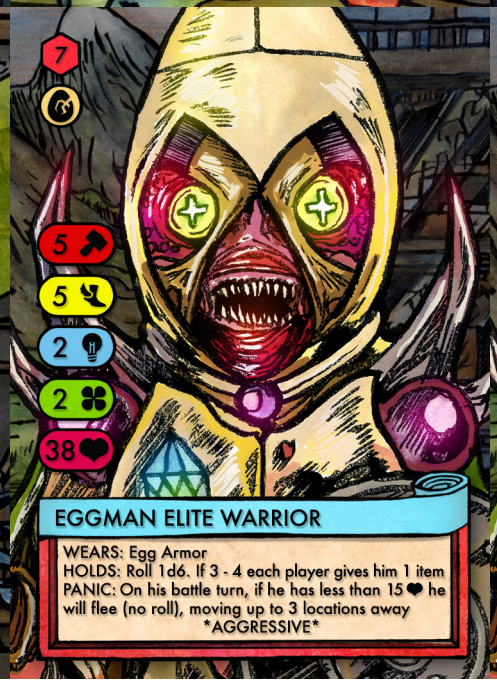
WESTER the BOLD — HERO

HOLDS: Golden Bow or Yew Bow, Cryptic Map
SURE SHOT: Roll 2d6 at the beginning of combat. If 9-12, add 1 to his FIRST STRIKE
PORTAL EXPERT: While he is at WESTER'S DIRT HOLE, his controlling player can draw 1 extra ITEM per round



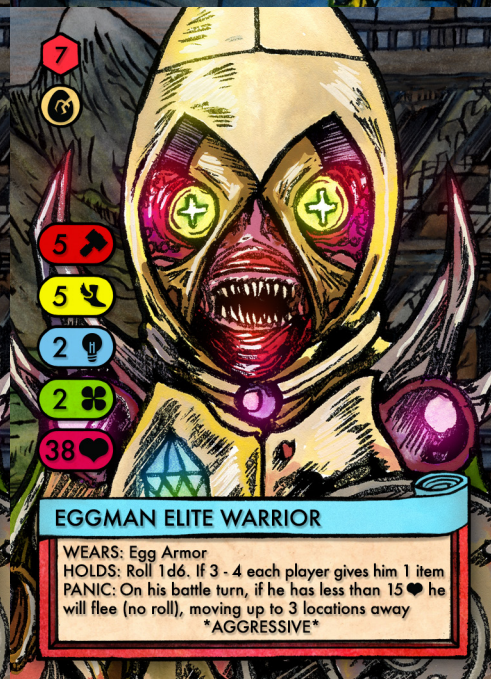
BILKID the STRONG — HERO

HOLDS: Heavy Blade
POWER GRIP: Use any 1-handed weapon in 2 hands for an additional 2‡ (ATTACK BONUS) (PASSIVE)
DISARM: On a battle turn, once per battle, roll 2d6. If 10-12 unequip 1 enemy item.



EGGMAN ELITE WARRIOR

WEARS: Egg Armor
HOLDS: Roll 1d6. If 3-4 each player gives him 1 item
PANIC: On his battle turn, if he has less than 15❤ he will flee (no roll), moving up to 3 locations away
AGGRESSIVE



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AGGRESSIVE

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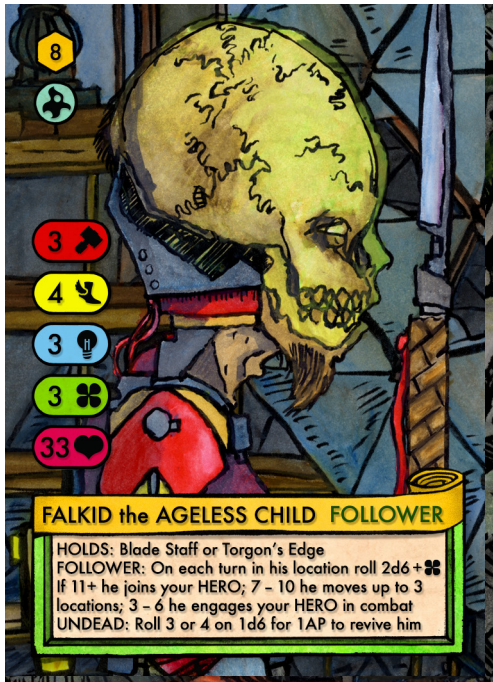
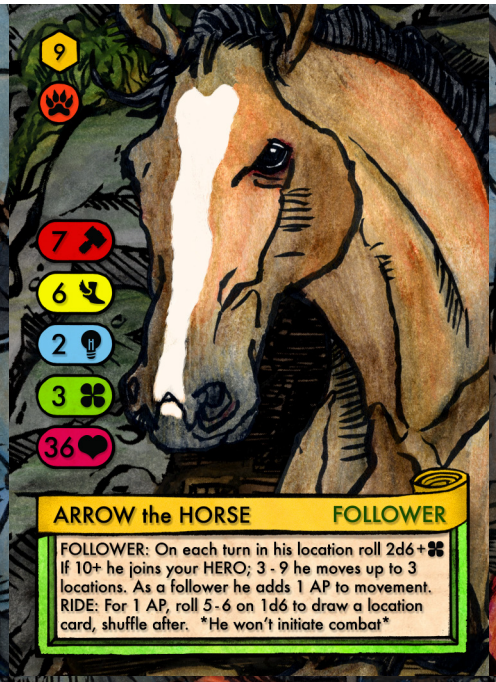


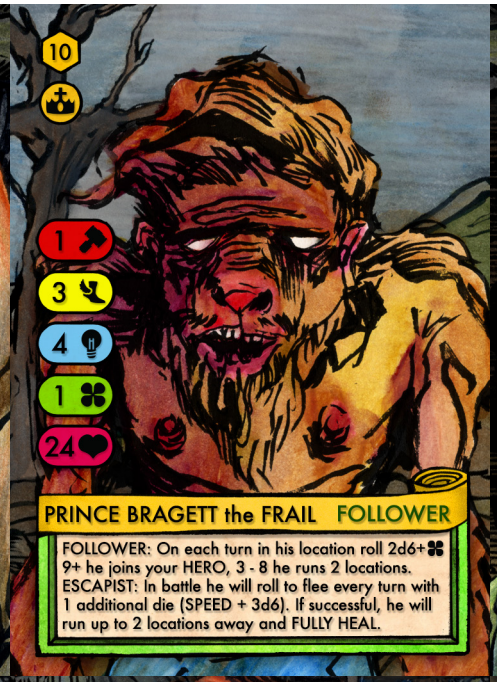
FALKID the AGELESS CHILD FOLLOWER

HOLDS: Blade Staff or Torgon's Edge
FOLLOWER: On each turn in his location roll 2d6+
If 11+ he joins your HERO; 7 – 10 he moves up to 3 locations; 3 – 6 he engages your HERO in combat
UNDEAD: Roll 3 or 4 on 1d6 for 1AP to revive him



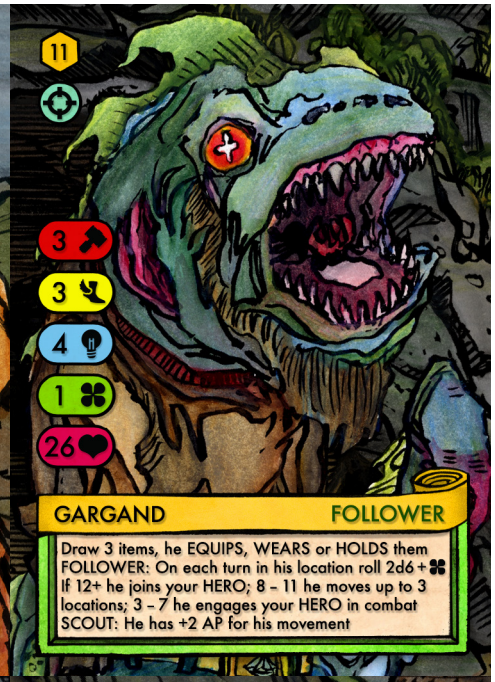
ARROW the HORSE FOLLOWER

FOLLOWER: On each turn in his location roll 2d6+
If 10+ he joins your HERO; 3 - 9 he moves up to 3 locations. As a follower he adds 1 AP to movement.
RIDE: For 1 AP, roll 5-6 on 1d6 to draw a location card, shuffle after. *He won't initiate combat*



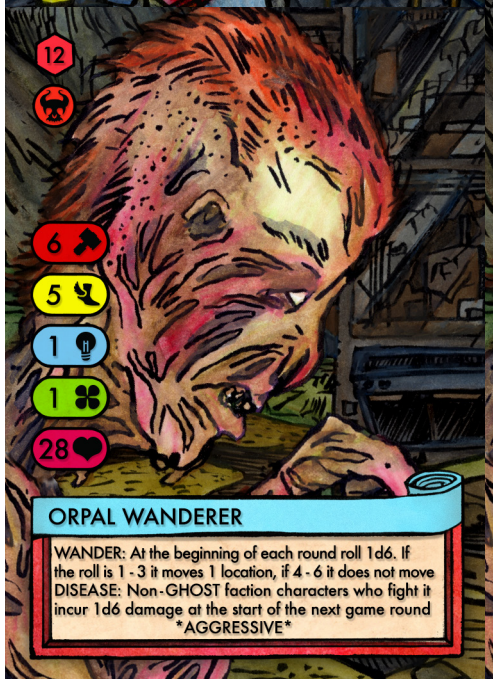
PRINCE BRAGETT the FRAIL FOLLOWER

FOLLOWER: On each turn in his location roll 2d6+
9+ he joins your HERO, 3 - 8 he runs 2 locations.
ESCAPIST: In battle he will roll to flee every turn with 1 additional die (SPEED + 3d6). If successful, he will run up to 2 locations away and FULLY HEAL.



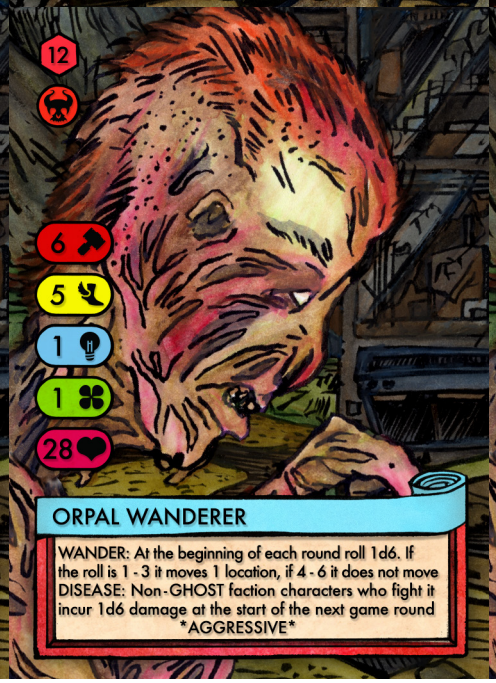
GARGAND FOLLOWER

Draw 3 items, he EQUIPS, WEARS or HOLDS them
FOLLOWER: On each turn in his location roll 2d6+
If 12+ he joins your HERO; 8 – 11 he moves up to 3 locations; 3 – 7 he engages your HERO in combat
SCOUT: He has +2 AP for his movement



ORPAL WANDERER

WANDER: At the beginning of each round roll 1d6. If the roll is 1 - 3 it moves 1 location, if 4 - 6 it does not move
DISEASE: Non-GHOST faction characters who fight it incur 1d6 damage at the start of the next game round
AGGRESSIVE



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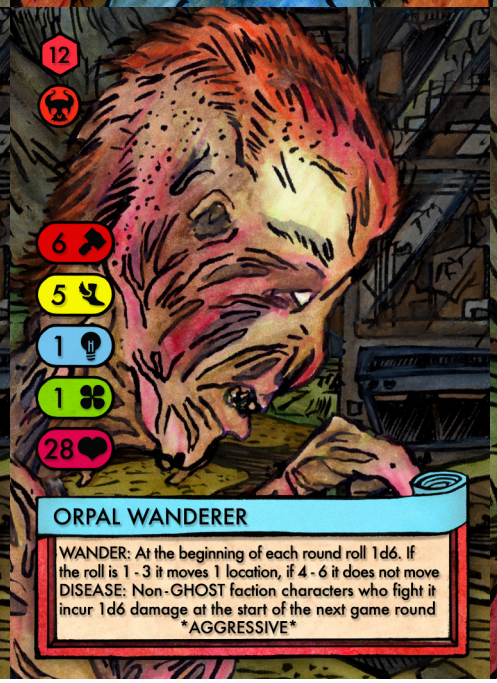

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DISEASE: Non-GHOST faction characters who fight it incur 1d6 damage at the start of the next game round
AGGRESSIVE



DARVIN the SOUR

HOLDS: Glowing Staff, Metal Shield, 2 drawn items
PET ORPAL: Roll 1d6 (once). On 3, draw him an ORPAL follower. It is not aggressive but protects him.
BARGAIN: When a player's character is in his location, for 1 AP, he will trade 1 of his items for 1 of theirs

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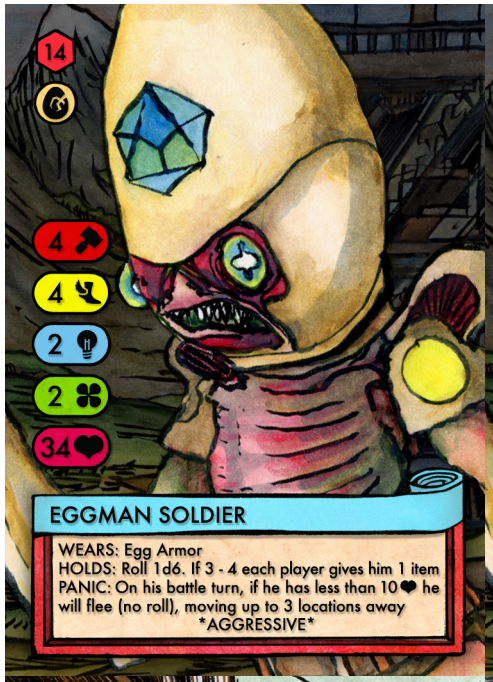
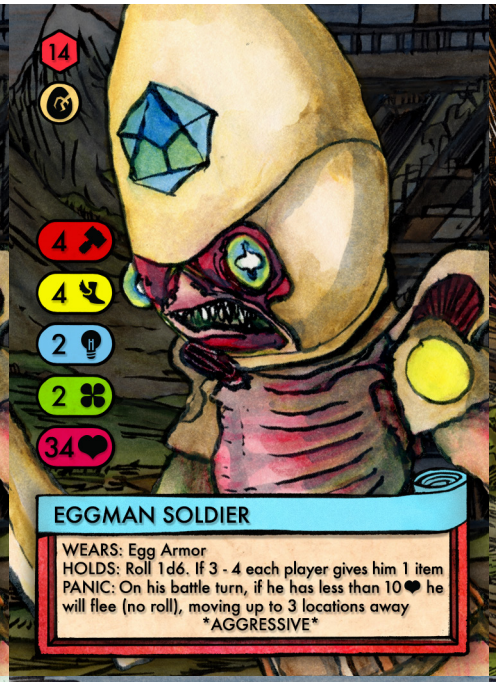


EGGMAN SOLDIER

WEARS: Egg Armor
HOLDS: Roll 1d6. If 3 - 4 each player gives him 1 item
PANIC: On his battle turn, if he has less than 10❤ he will flee (no roll), moving up to 3 locations away
AGGRESSIVE



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HOLDS: Roll 1d6. If 3 - 4 each player gives him 1 item
PANIC: On his battle turn, if he has less than 10❤ he will flee (no roll), moving up to 3 locations away
AGGRESSIVE



SARKAG WOLF

HIGH METABOLISM: Once per battle, heals for 2d6❤
BRUTAL SPEED: FIRST STRIKE +2, first hit +3
SCAVENGED RESOURCES: Upon defeating it, consume it's meat for 12❤. This card becomes a WOLF PELT item
AGGRESSIVE



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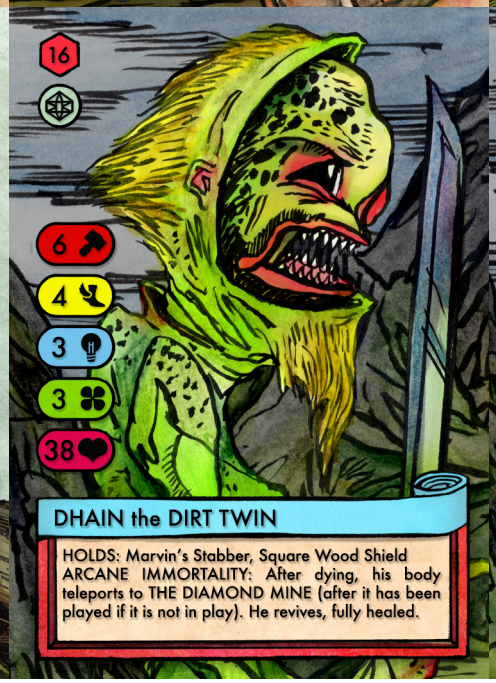


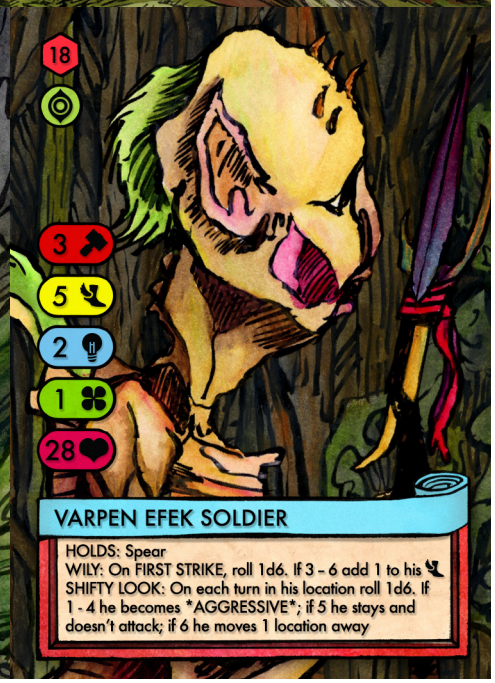
DHAIN the DIRT TWIN

HOLDS: Marvin's Stabber, Square Wood Shield
ARCANE IMMORTALITY: After dying, his body teleports to THE DIAMOND MINE (after it has been played if it is not in play). He revives, fully healed.



RHAIN the DIRT TWIN

HOLDS: Blade Staff, Fox Bone Tincture
ARCANE IMMORTALITY: After dying, his body teleports to THE DIAMOND MINE (after it has been played if it is not in play). He revives, fully healed.



VARPEN EFEK SOLDIER

HOLDS: Spear
WILY: On FIRST STRIKE, roll 1d6. If 3 - 6 add 1 to his
SHIFTY LOOK: On each turn in his location roll 1d6. If 1 - 4 he becomes *AGGRESSIVE*; if 5 he stays and doesn't attack; if 6 he moves 1 location away

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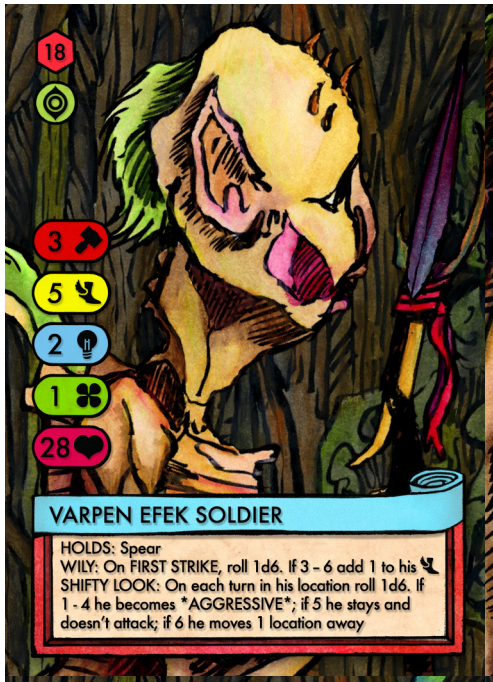

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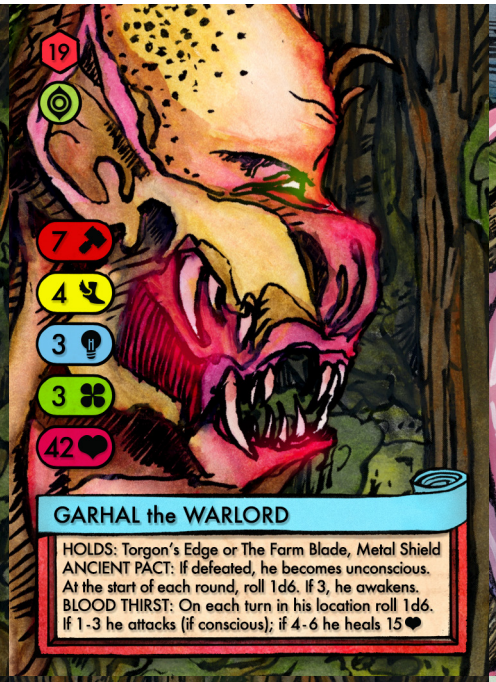
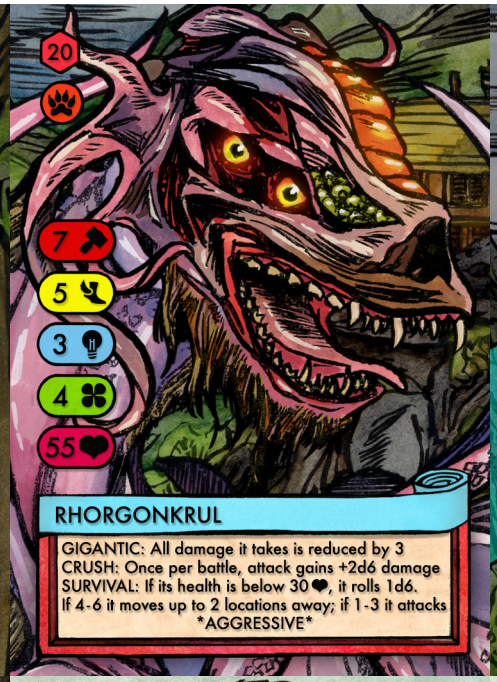


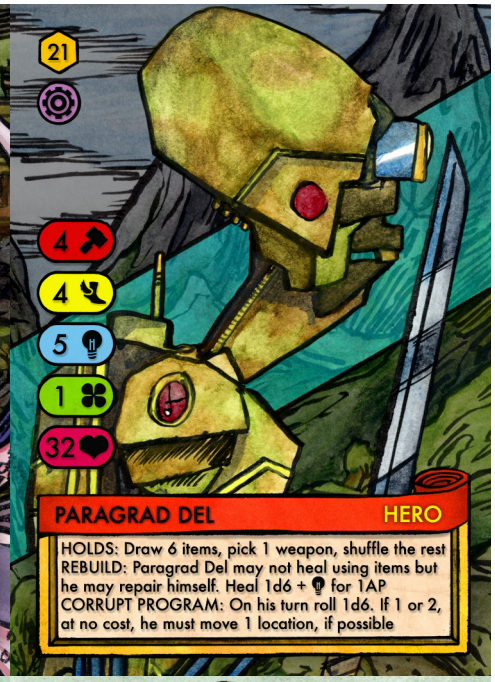
GARHAL the WARLORD

HOLDS: Torgon's Edge or The Farm Blade, Metal Shield
ANCIENT PACT: If defeated, he becomes unconscious. At the start of each round, roll 1d6. If 3, he awakens.
BLOOD THIRST: On each turn in his location roll 1d6. If 1-3 he attacks (if conscious); if 4-6 he heals 15



RHORGONKRUL

GIGANTIC: All damage it takes is reduced by 3
CRUSH: Once per battle, attack gains +2d6 damage
SURVIVAL: If its health is below 30, it rolls 1d6. If 4-6 it moves up to 2 locations away; if 1-3 it attacks *AGGRESSIVE*



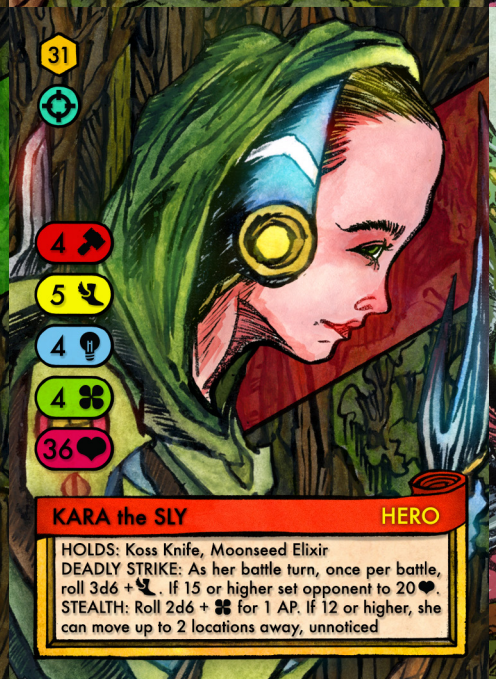
PARAGRAD DEL — HERO

HOLDS: Draw 6 items, pick 1 weapon, shuffle the rest
REBUILD: Paragrad Del may not heal using items but he may repair himself. Heal 1d6 + for 1AP
CORRUPT PROGRAM: On his turn roll 1d6. If 1 or 2, at no cost, he must move 1 location, if possible



ILVOST the WARLOCK — HERO

HOLDS: The Swamp Cleaver, Marsh Apple Extract
STONE SKIN: Damage from swords reduced by 4
INCANTATION: Once per battle, at the beginning of the battle, roll 1d6. If 4, add +3 to his ATTACK BONUS; if 5, add +3 to his ARMOR BONUS (ends after battle)



KARA the SLY — HERO

HOLDS: Koss Knife, Moonseed Elixir
DEADLY STRIKE: As her battle turn, once per battle, roll 3d6 + . If 15 or higher set opponent to 20.
STEALTH: Roll 2d6 + for 1 AP. If 12 or higher, she can move up to 2 locations away, unnoticed



DREDMORTIS

COSMIC RESONANCE: At the start of battle, roll 2d6. The highest die becomes the ATTACK BONUS of this creature, the lowest die becomes the creature's ARMOR BONUS.
AGGRESSIVE



TORGONEER

FETID FLESHGORE: After the first time it damages an opponent, roll 3d6. Reduce the BASE HEALTH of the opponent by the total. The BASE HEALTH of the opponent returns to normal in 1 game round.
AGGRESSIVE

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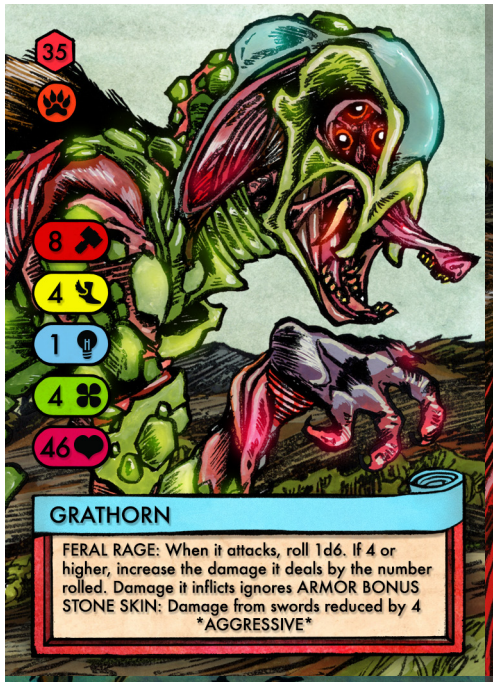


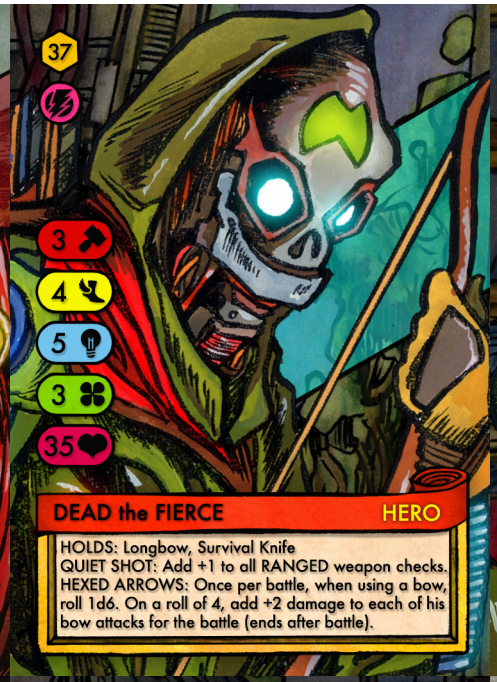
GRATHORN

FERAL RAGE: When it attacks, roll 1d6. If 4 or higher, increase the damage it deals by the number rolled. Damage it inflicts ignores ARMOR BONUS
STONE SKIN: Damage from swords reduced by 4
AGGRESSIVE



KREFT the ANCIENT — HERO

Equip Kreft last. Draw 10 items. He WEARS or HOLDS any 2 of the drawn items, shuffle the rest back.
LEADER: He may take any 1 played, non-player controlled HERO as a follower by rolling 12 or higher on a roll of 2d6+ in their location (1 attempt per hero)



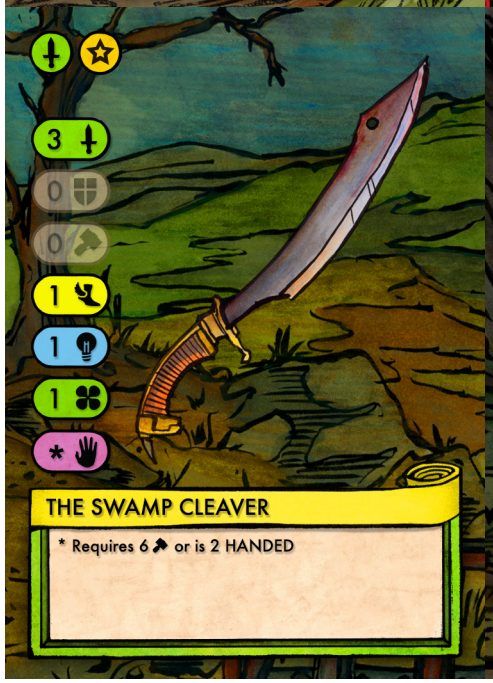
DEAD the FIERCE — HERO

HOLDS: Longbow, Survival Knife
QUIET SHOT: Add +1 to all RANGED weapon checks.
HEXED ARROWS: Once per battle, when using a bow, roll 1d6. On a roll of 4, add +2 damage to each of his bow attacks for the battle (ends after battle).



DRAKKIN — FOLLOWER

FOLLOWER: On each turn in his location roll 2d6+. If 13 or more he joins your HERO; 6 - 12 he moves 1 location; 3 - 5 he engages your HERO in combat.
BLINK: Outside of battle, for 2 AP, roll 2d6+. If 9 or more he may teleport himself +1 other 1 - 2 locations away



THE SWAMP CLEAVER

* Requires 6 or is 2 HANDED



METAL SHIELD

* Cannot be used by GHOST faction characters



METAL SHIELD

* Cannot be used by GHOST faction characters



HAMMER OF THE BURNLANDS

DESTRUCTIVE MAGIK: When equipped, on your turn, for 1 AP, roll 1d6. If the roll is 6, discard one random, unrevealed ITEM from another player's hand

*REQUIRES: 5 or is TWO HANDED

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SOLAR STAFF

PHOTOSYNTHETIC MEDICAL INTERFACE: When equipped, beings of the PLANT faction heal 2❤ after battle. Others heal 1❤ after battle



GHOST SWORD

INCORPOREAL RESONANCE: When equipped, GHOST faction characters gain 8❤ (BASE HEALTH)

* Requires 4🍀 to EQUIP



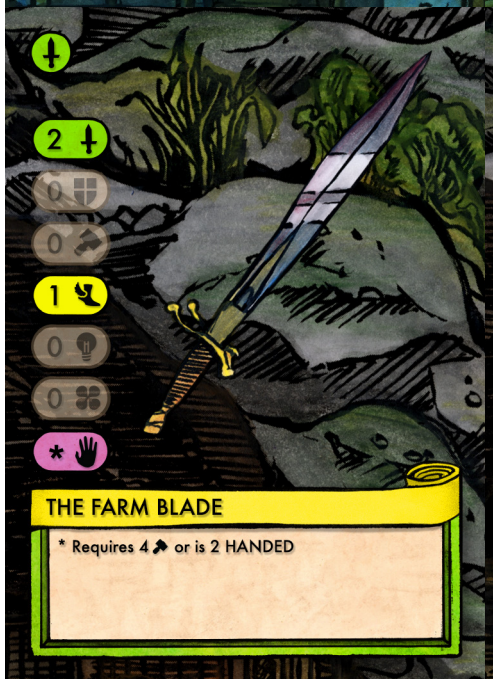
TEMPERED METAL SHIELD

* Cannot be used by GHOST faction characters



TORGON'S EDGE

* Requires 4🔨 or is 2 HANDED



THE FARM BLADE

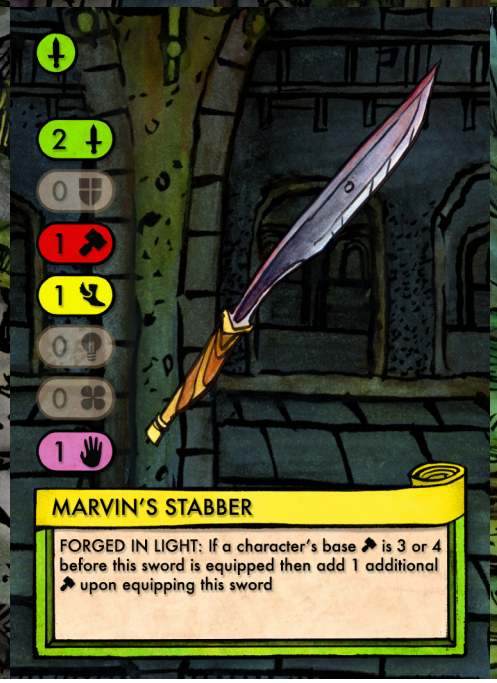
* Requires 4🔨 or is 2 HANDED



THE PRISM SWORD

The PRISM SWORD must be UNLOCKED with the PRISM KEY to equip it (both must be equipped).

* Requires 7🔨 or is 2 HANDED



MARVIN'S STABBER

FORGED IN LIGHT: If a character's base 🔨 is 3 or 4 before this sword is equipped then add 1 additional 🔨 upon equipping this sword



THE PHANTOM BLADE

INCORPOREAL FLUX: When equipped, GHOST faction characters gain 10❤ (BASE HEALTH)

* Requires 4🍀 to EQUIP
* Requires 5🔨 or is 2 HANDED

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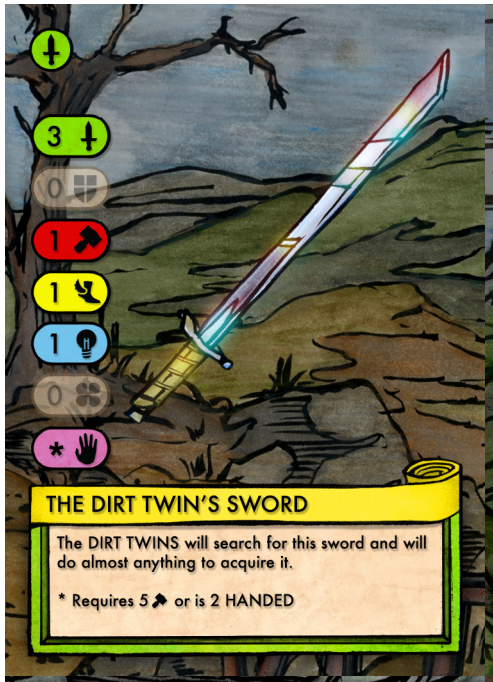

THE DIRT TWIN'S SWORD

The DIRT TWINS will search for this sword and will do almost anything to acquire it.

* Requires 5 or is 2 HANDED



LEATHER BODY ARMOR

* Reduce by 1 while equipped



LEATHER BODY ARMOR

* Reduce by 1 while equipped



MEDICAL PACK

HEALTHY: Heal 20, gain 1 AP this turn

Discard this card after it is used.



MEDICAL PACK

HEALTHY: Heal 20, gain 1 AP this turn

Discard this card after it is used.



SQUARE WOOD SHIELD

* Cannot be used by GHOST faction characters



SQUARE WOOD SHIELD

* Cannot be used by GHOST faction characters



TEMPORAL BEACON

FUTURE SIGHT: +1 to FIRST STRIKE

TEMPORAL MATTER TRANSFER: When equipped, for 1 AP, roll 1d6. If the roll is 5-6, draw any 1 item from the item discard pile into your hand

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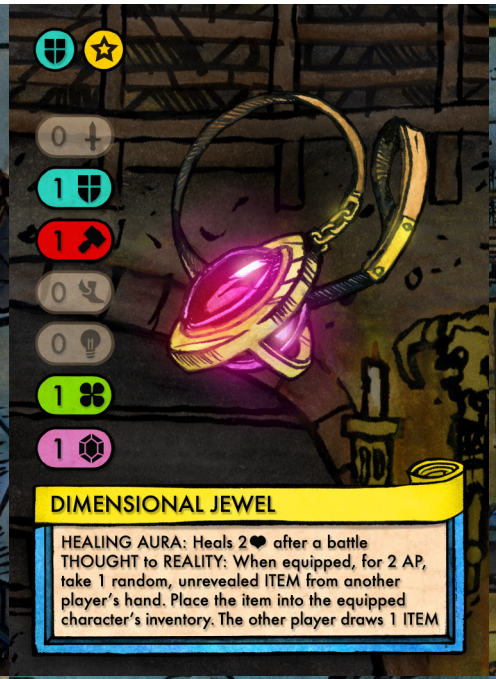


DIMENSIONAL JEWEL

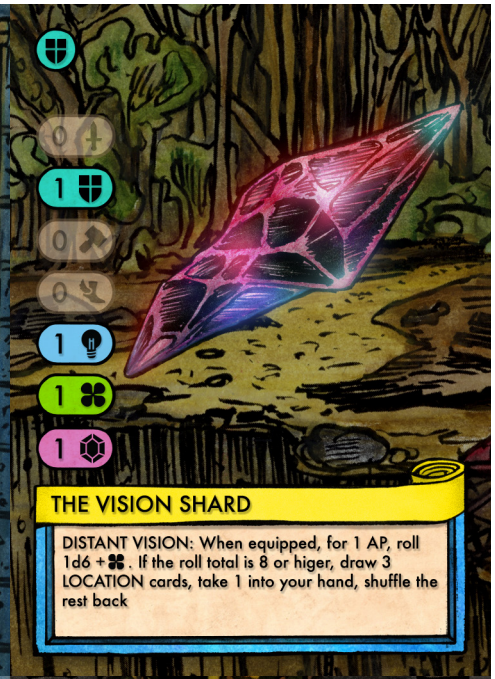
HEALING AURA: Heals 2❤ after a battle
THOUGHT to REALITY: When equipped, for 2 AP, take 1 random, unrevealed ITEM from another player's hand. Place the item into the equipped character's inventory. The other player draws 1 ITEM



CRYSTAL HELM

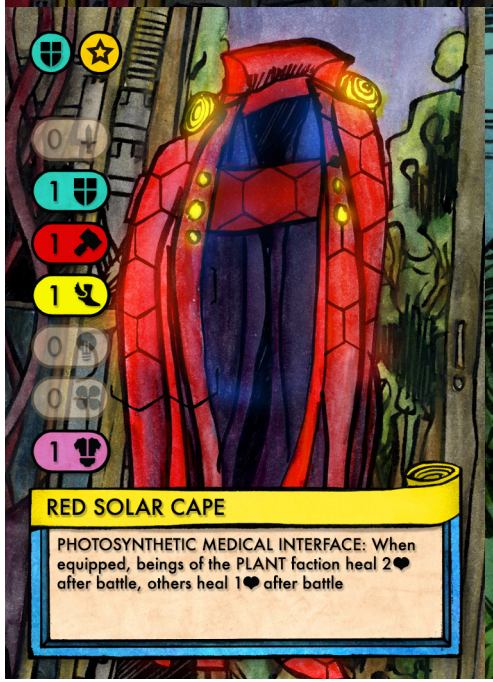
REGENERATIVE AURA: Heals 1❤ per turn outside of battle

ENHANCED VISION: +1 to FIRST STRIKE



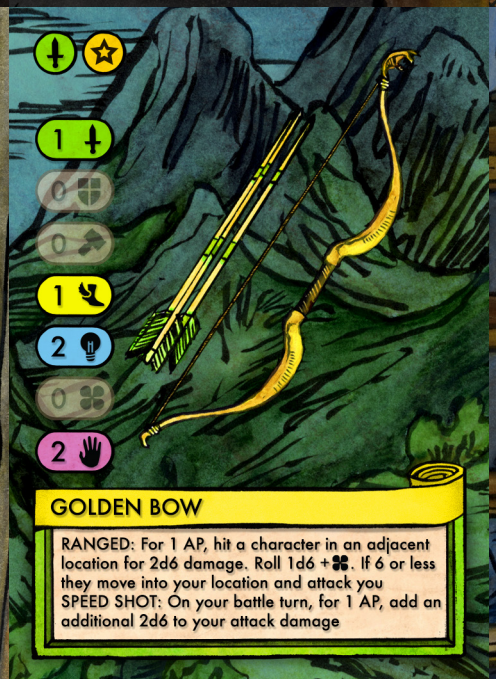
THE VISION SHARD

DISTANT VISION: When equipped, for 1 AP, roll 1d6 +🍀. If the roll total is 8 or higer, draw 3 LOCATION cards, take 1 into your hand, shuffle the rest back



RED SOLAR CAPE

PHOTOSYNTHETIC MEDICAL INTERFACE: When equipped, beings of the PLANT faction heal 2❤ after battle, others heal 1❤ after battle



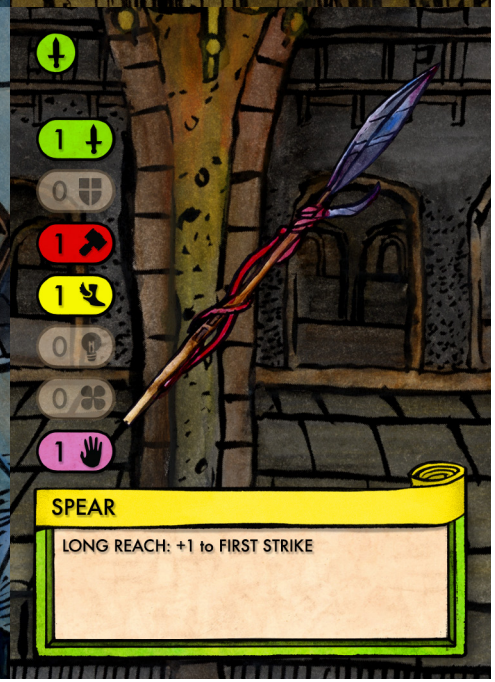
GOLDEN BOW

RANGED: For 1 AP, hit a character in an adjacent location for 2d6 damage. Roll 1d6 +🍀. If 6 or less they move into your location and attack you
SPEED SHOT: On your battle turn, for 1 AP, add an additional 2d6 to your attack damage



THE BARKING STICK

MIGHTY AURA: Adds +10 (BASE HEALTH) when equipped



SPEAR

LONG REACH: +1 to FIRST STRIKE

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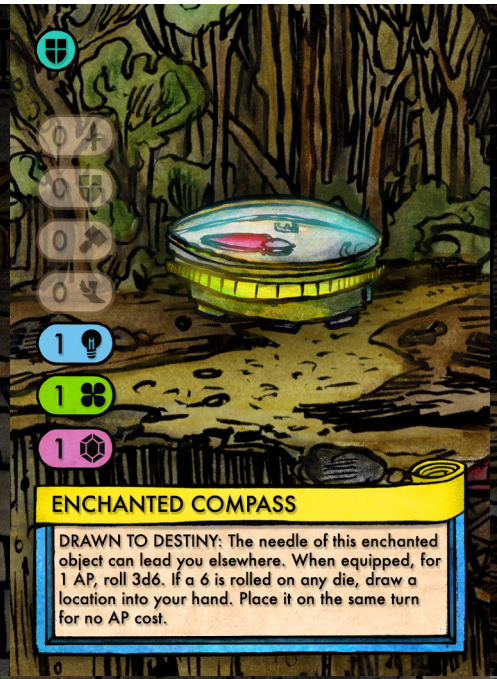
SPEAR

LONG REACH: +1 to FIRST STRIKE



BLADE STAFF

LONG REACH: +1 to FIRST STRIKE



ENCHANTED COMPASS

DRAWN TO DESTINY: The needle of this enchanted object can lead you elsewhere. When equipped, for 1 AP, roll 3d6. If a 6 is rolled on any die, draw a location into your hand. Place it on the same turn for no AP cost.



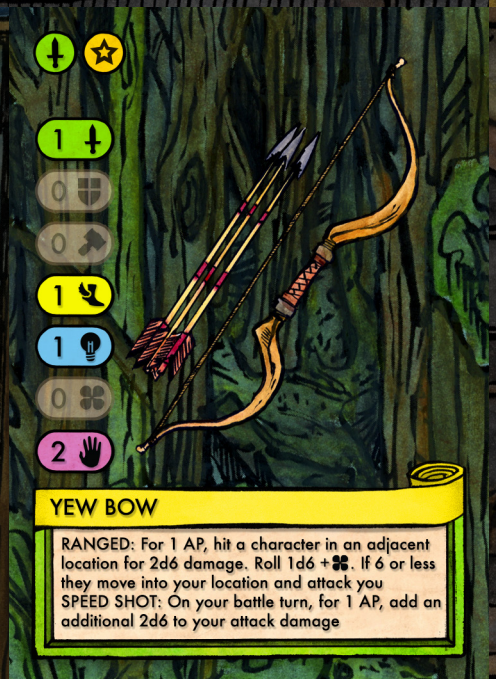
CRYPTIC MAP

For 1 AP, draw 3 locations. Pick 1, then shuffle the rest back. Place this location for no AP cost this turn, if possible, then read the LOCATION GUIDE entry for it. On this turn, your characters can move there for no AP cost. Discard this card after it has been used.



PRISM KEY

This key can be used to unlock a PRISM LOCK found on a PRISM weapon, armor or chest.



YEW BOW

RANGED: For 1 AP, hit a character in an adjacent location for 2d6 damage. Roll 1d6 +☘. If 6 or less they move into your location and attack you
SPEED SHOT: On your battle turn, for 1 AP, add an additional 2d6 to your attack damage



ARCANE MAP

MAGICAL DIVINATION: For 1 AP, take any 1 location from the deck into your hand, shuffle after. You can place it, if possible, on this turn, for no AP cost. Draw 1 HEROIC QUEST. Discard this card after it has been used.



GLOWING STAFF

PHANTOM AURA: The damage of attacking GHOST faction characters is reduced by 3
TEMPORAL RECALL: For 1 AP roll 3d6. If a 6 is rolled on any die, retrieve 1 item from the item discard pile

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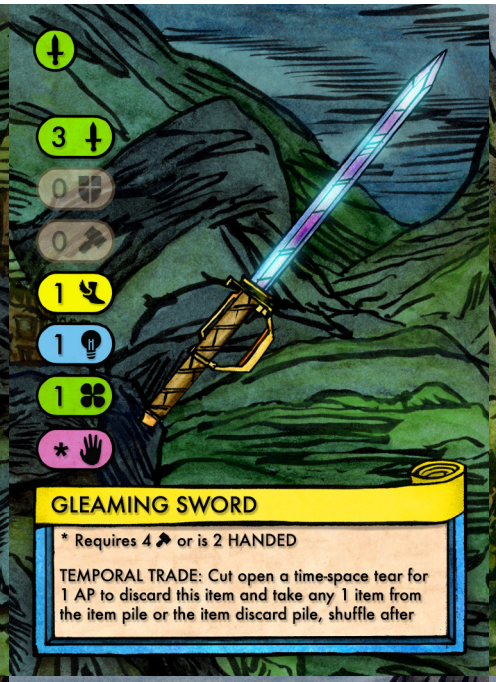
HEAVY BLADE

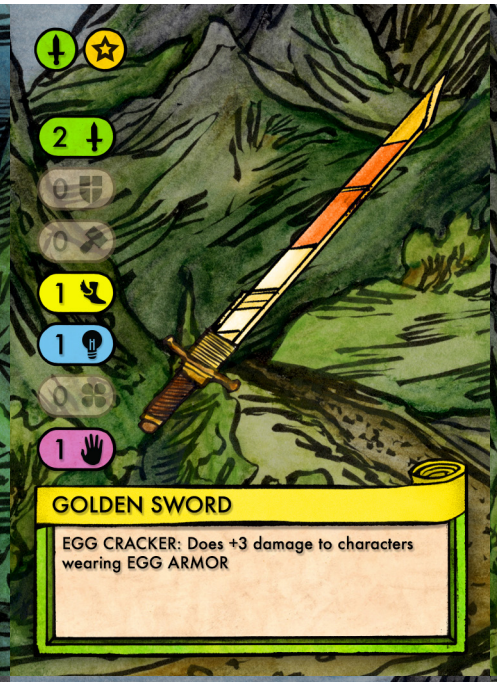
* Requires 6 or is 2 HANDED



GLEAMING SWORD

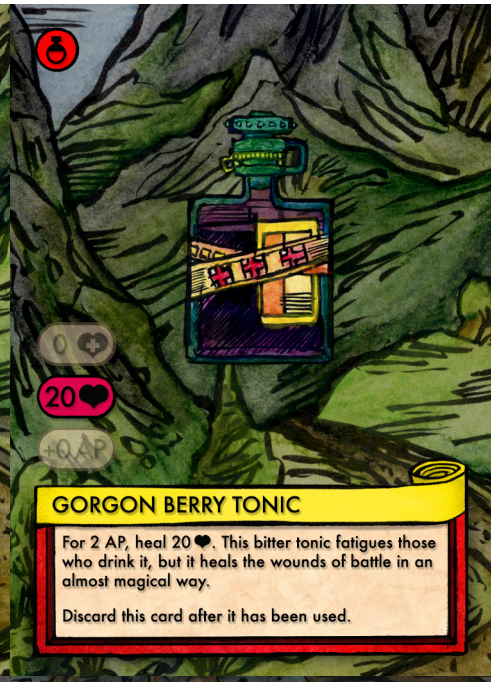
* Requires 4 or is 2 HANDED

TEMPORAL TRADE: Cut open a time-space tear for 1 AP to discard this item and take any 1 item from the item pile or the item discard pile, shuffle after



GOLDEN SWORD

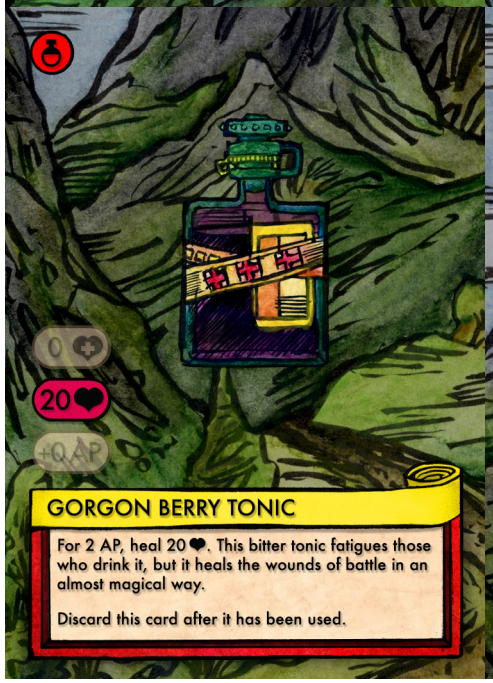
EGG CRACKER: Does +3 damage to characters wearing EGG ARMOR



GORGON BERRY TONIC

For 2 AP, heal 20 . This bitter tonic fatigues those who drink it, but it heals the wounds of battle in an almost magical way.

Discard this card after it has been used.



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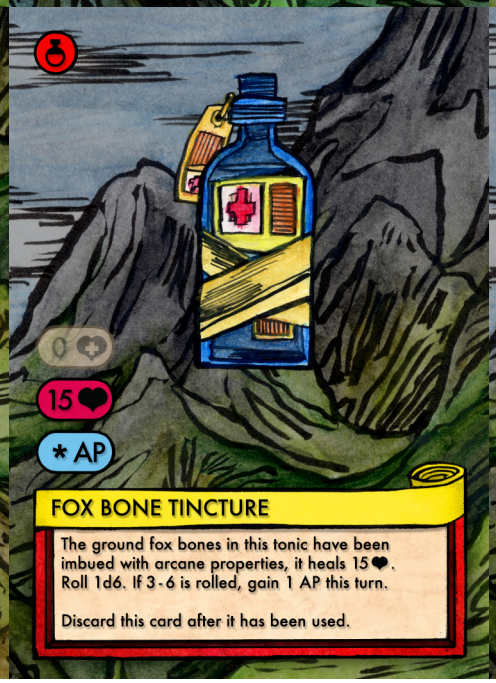
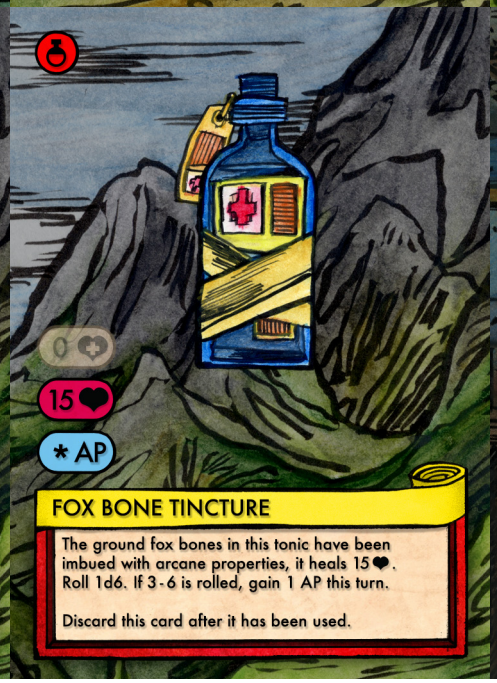


FOX BONE TINCTURE

The ground fox bones in this tonic have been imbued with arcane properties, it heals 15 . Roll 1d6. If 3-6 is rolled, gain 1 AP this turn.

Discard this card after it has been used.



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Discard this card after it has been used.



BITTER BLOOD TONIC

Many use this liquid as a poison to kill small rodents. When consumed by a larger creature, it thins the blood temporarily but has a positive long-term effect.

When used, +5 (BASE HEALTH) permanently, then -10 (HEALTH)

Discard this card after it has been used.

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20 ❤

* AP

MARSH APPLE EXTRACT

This delicious healing beverage energizes the body and refreshes the soul, regenerating 20 ❤. Roll 1d6. If 3-6 is rolled, gain 1 AP this turn.

Discard this card after it has been used.



20 ❤

* AP

MARSH APPLE EXTRACT

This delicious healing beverage energizes the body and refreshes the soul, regenerating 20 ❤. Roll 1d6. If 3-6 is rolled, gain 1 AP this turn.

Discard this card after it has been used.



8 ❤

ROTTING FISH

The smell of this putrid, rotting creature makes you feel sick but you could eat it to heal 8 ❤.

It can also be used to pass unharmed through 1 location with an *AGGRESSIVE* BEAST faction character or an ORPAL WANDERER.

Discard this card after it has been used.



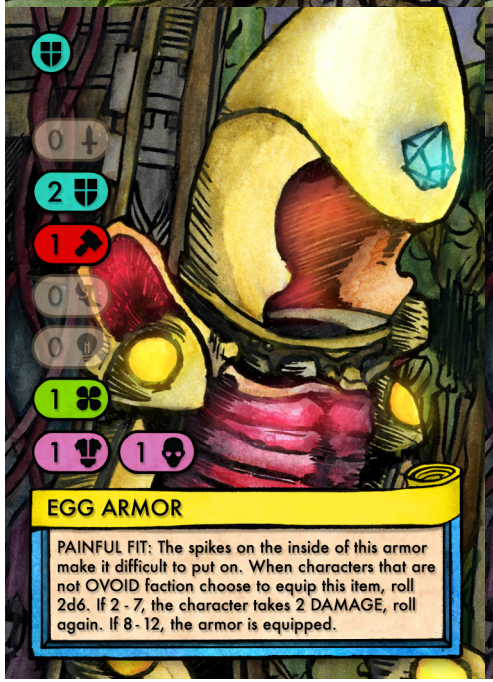
15 ❤

CURED MEAT

This satchel holds a serving of dried, cured rabbit and venison meat that can be eaten to heal 15 ❤.

It can also be used to pass unharmed through 1 location with an *AGGRESSIVE* BEAST faction character or an ORPAL WANDERER.

Discard this card after it has been used.



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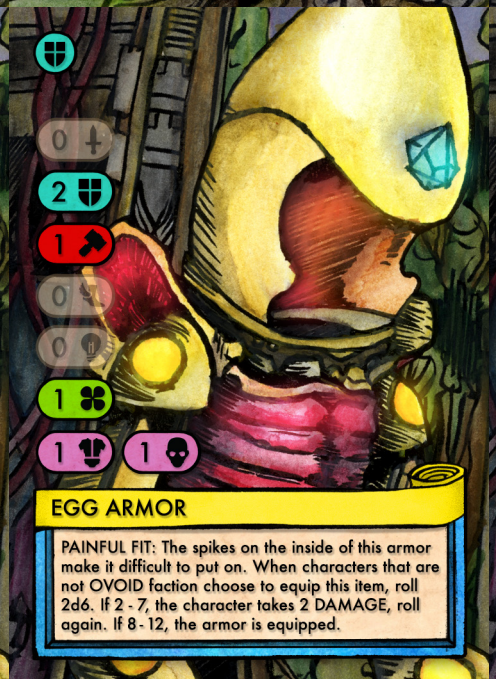
EGG ARMOR

PAINFUL FIT: The spikes on the inside of this armor make it difficult to put on. When characters that are not OVOID faction choose to equip this item, roll 2d6. If 2 - 7, the character takes 2 DAMAGE, roll again. If 8 - 12, the armor is equipped.



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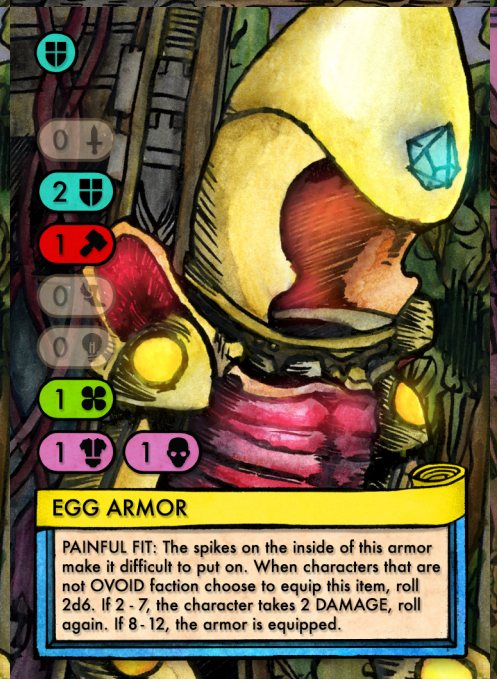

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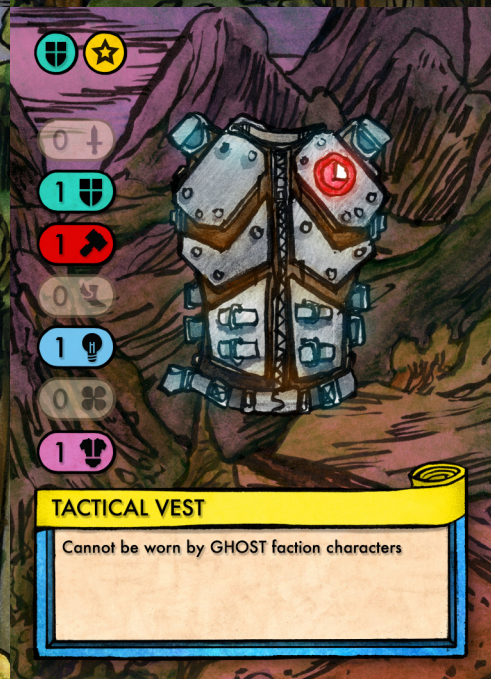

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TACTICAL VEST

Cannot be worn by GHOST faction characters

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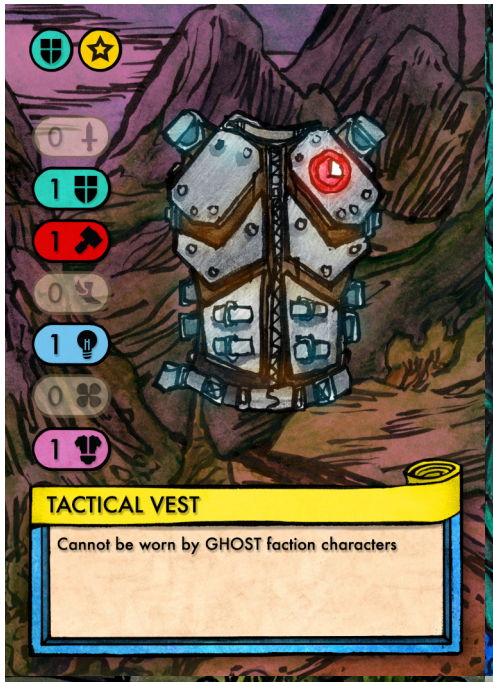


TACTICAL VEST

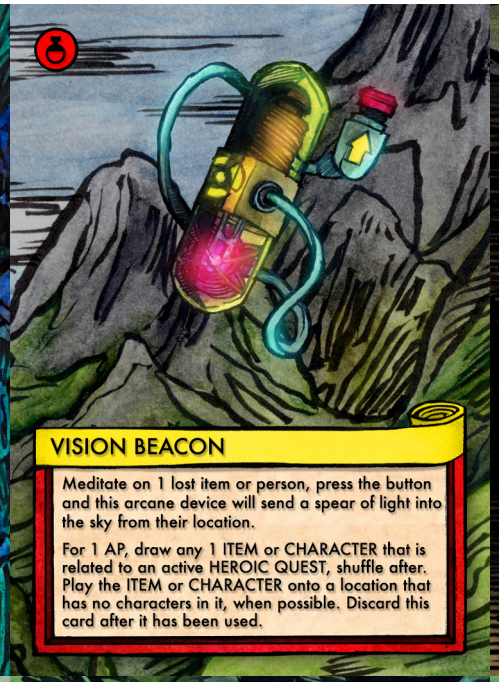
Cannot be worn by GHOST faction characters



WARLOCK TALISMAN

Choose 1 incantation and cast it upon yourself or any character in your location. Attribute effects last until the end of the next round. ENLARGE: Increase by 2 and by 5. SHRINK: Decrease to 1 and travel unnoticed. STEELSKIN: Increase armor bonus by 3. VISIONTRAVEL: Place a location from your hand anywhere, teleport there at no AP cost.

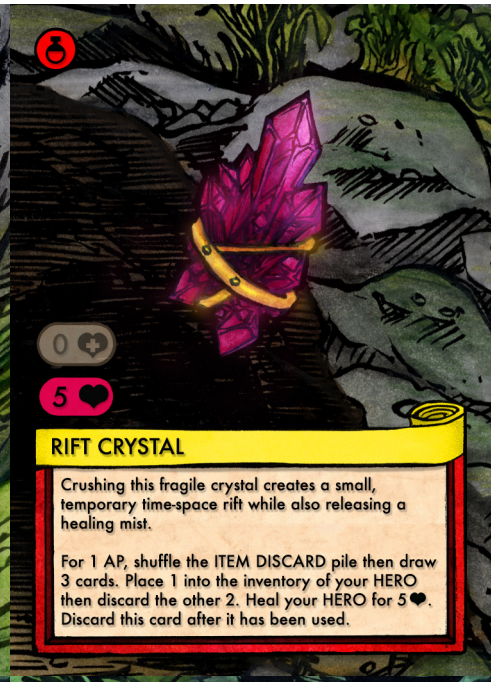
After it is used, it crumbles away. Discard this card.



VISION BEACON

Meditate on 1 lost item or person, press the button and this arcane device will send a spear of light into the sky from their location.

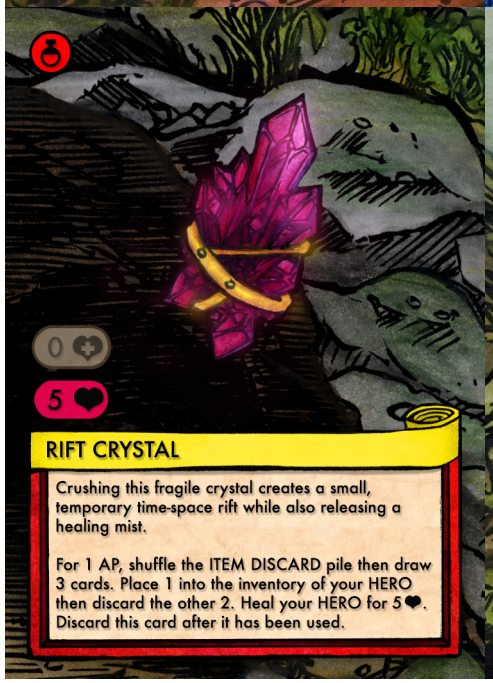
For 1 AP, draw any 1 ITEM or CHARACTER that is related to an active HEROIC QUEST, shuffle after. Play the ITEM or CHARACTER onto a location that has no characters in it, when possible. Discard this card after it has been used.



RIFT CRYSTAL

Crushing this fragile crystal creates a small, temporary time-space rift while also releasing a healing mist.

For 1 AP, shuffle the ITEM DISCARD pile then draw 3 cards. Place 1 into the inventory of your HERO then discard the other 2. Heal your HERO for 5 . Discard this card after it has been used.



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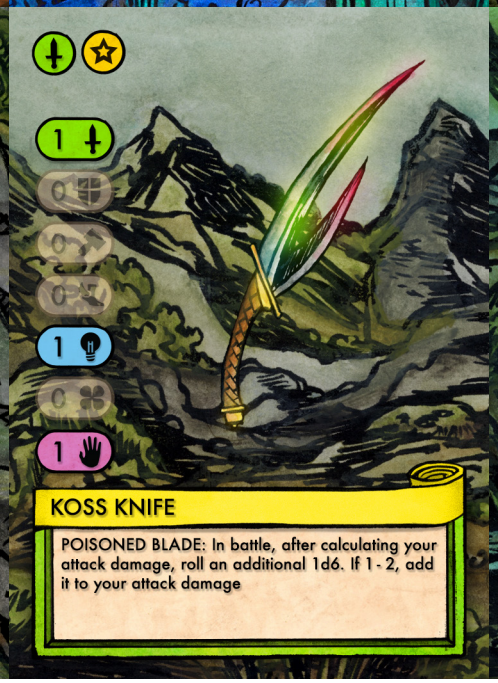


KOSS KNIFE

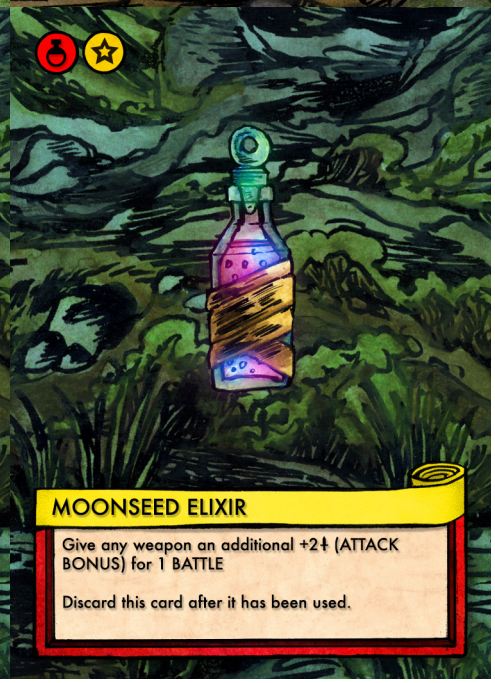
POISONED BLADE: In battle, after calculating your attack damage, roll an additional 1d6. If 1 - 2, add it to your attack damage



MOONSEED ELIXIR

Give any weapon an additional +2 (ATTACK BONUS) for 1 BATTLE

Discard this card after it has been used.



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Discard this card after it has been used.

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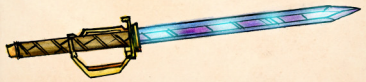
HEROIC QUEST 5 QP

NOBLE PACT

At the outset of your journey you met another like you, a hero of valor who is fighting for a cause. You decide that, for now, you will aid them.

Help another player's HERO fulfill one of their HEROIC QUESTS. Defeat an enemy or give another player's hero an item (at no AP cost, the other player's hero cannot turn down the gift) that is directly related to fulfilling one of their Heroic Quests to gain 5 QP.



1

HEROIC QUEST 3-6 QP

ROYAL PLUNDER

A thieving EGGMAN wretch has stolen an item that has sentimental value to the king. After the next EGGMAN is played, draw 1 extra item (this is the king's stolen item) and place it into their inventory. The eggman may equip this item, but they can not consume or use it.

If your hero kills this eggman, gain 3 QP. Have your hero bring the stolen item to THE CROSSROADS then discard it, sending it to the king, for an additional 3 QP.



2

HEROIC QUEST 5 QP

RAMPAGING WARLORD

An evil warlord is on a rampage, attacking and pillaging as he travels the countryside. You have tracked him for days and are close to finding him.

If GARHAL the WARLORD is or has been in play, discard this Heroic Quest and draw another. Draw him or, if he is in hand, reveal him. Equip and, in 2 GAME ROUNDS, at the beginning of the round, place him at THE CROSSROADS. If possible, move him 1 location at the beginning of each round.

Defeat him in combat to gain 5 QP and complete this quest.



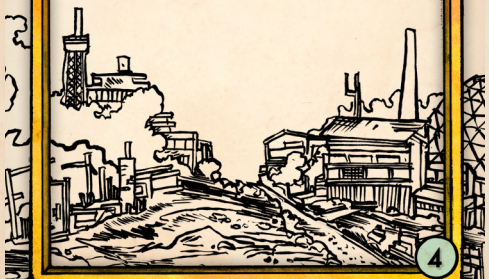
3

HEROIC QUEST 1-6 QP

CARTOGRAPHER

Your king has sent you on a mission to document this mostly unexplored sector of his kingdom.

When your HERO enters a player-placed location, once per location, gain 1 QP. After you have gained 6 QP this way, discard this card.



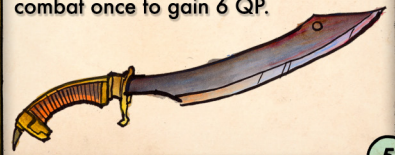
4

HEROIC QUEST 6 QP

FIND REVENGE

A renowned hero, be it by mistake or on purpose, has killed your friend, a local village elder. You intend to avenge their death.

Draw cards until you find a HERO, shuffle the rest back. Equip the drawn hero and in 2 GAME ROUNDS, at the beginning of the round, or whenever possible after, place them into an empty location. Your hero or their follower must defeat the drawn hero in combat once to gain 6 QP.



5

HEROIC QUEST 2-6 QP

TAX COLLECTOR

You have been tasked by the king to collect taxes from two troublesome beings who reside in his kingdom.

In 2 GAME ROUNDS, at the beginning of the round, draw the DIAMOND MINE if it isn't already in play. If it is in hand, reveal it. Place it anywhere on the map, as possible, reading the location entry. Draw 1 additional item into the inventories of each DIRT TWIN, shuffling after.

Acquire items from the DIRT TWINS and bring them to THE CROSSROADS. Discard them there, delivering them to the king, for 2 QP each. Gain 6 QP this way, then discard this card.

6

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HEROIC QUEST 4-9 QP

FIND THE CURE

A plague is spreading across the kingdom. You have heard rumors of an ancient, magical artifact that may be able to cure it. Draw the SOLAR STAFF from the deck or discard pile. If it is in hand or equipped, reveal it. Place it into the inventory of another player's HERO. The other player will gain 2 QP if their HERO trades it to yours, you gain 5 QP. If you take it by force, gain only 4 QP.

If your HERO has the SOLAR STAFF equipped when entering the same location as a character with the BRIGHT PLAGUE, they are cured of it permanently. Gain 2 QP for each other character that is cured this way, up to a max of 4 QP, then discard this card.

7

HEROIC QUEST 6 QP

SAVE THE PRINCE

The heir to the kingdom was lost on a hunting expedition and the king has given you the task of finding him.

He has lead a sheltered life and won't last long in this harsh land. If PRINCE BRAGETT has been or is already in play, discard this Heroic Quest and draw another. If not, draw him, shuffle after, or reveal him if he is in hand. In 2 GAME ROUNDS, at the beginning of the round or whenever possible after, place him into an empty location. Bring him to THE CROSSROADS as your hero's follower then discard him to gain 6 QP.



8

HEROIC QUEST 6 QP

CLOSE THE ABYSS

Warlocks tell stories of a dimensional portal that has been discovered nearby, in a deep pit. They warn that if it were to become unstable, our dimension could collapse into it and be destroyed. It must be closed and you know how to do it.

Draw WESTER'S DIRT HOLE if it isn't already in play. If it is in hand, reveal it. Place this location, then read the entry for it from the Location Guide. Have your hero travel there, then throw a TEMPORAL BEACON or RIFT CRYSTAL into it, discarding the item and this card, to gain 6 QP. This closes the portal. It cannot be used for the rest of the game.

9

HEROIC QUEST 7 QP

LOST IN TIME

Decades ago, while on a hunting trip, you fell into a temporal rift that sent you to this time. You have been trying to return to your time ever since. Recently, a warlock friend has instructed you on how to create another temporal rift. Enter a tall structure (PRECIPICE LIGHTHOUSE, OMINOUS TOWER, PLANTMAN'S CASTLE or ROBOT'S CASTLE) with a TEMPORAL BEACON or VISION SHARD, hold it high and yell "MY MEMORY, MY HOME!" Discard your current hero and their items, they leave through a rift that opens. Choose another hero to play, shuffle after, then equip and place them at THE CROSSROADS. Retain your QP, plus 7.

10

HEROIC QUEST 6 QP

UNLOCK THE PRISM SWORD

You have heard rumors of a powerful arcane weapon and are on a quest to find it. If the PRISM KEY is already in play, leave it where it is. If not, draw it from the deck or discard pile (shuffle after), reveal it if it is in hand, and in 2 GAME ROUNDS, at the beginning of the round, or whenever possible after that, place it into an empty location.

Locate the PRISM SWORD and unlock it with the PRISM KEY, equipping both to your HERO, to gain 6 QP.



11

HEROIC QUEST 2-6 QP

CLEANSE THE LAND OF WOLVES

Local farmers are reporting that a pack of SARKAG WOLVES has been invading their farms at night, killing their livestock.

You have been tracking the pack and are very close to finding them. Defeat a SARKAG WOLF to gain 2 QP. Gain a maximum of 6 QP this way, then discard this card.



12

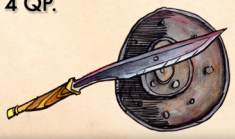
HEROIC QUEST 4 QP

PLEDGING KNIGHTHOOD

You have pledged your liege, the Forgone King, to become one of his royal knights.

He has decreed that you must explore the unclaimed wildlands of Darkgrange to find a powerful shield and a new, fantastic weapon.

Have your HERO enter into 3 player-placed locations, equip them with a new SWORD and a new SHIELD, then return them, with these items equipped, to THE CROSSROADS to gain 4 QP.



13

HEROIC QUEST 6 QP

LATENT POISON

The Guild of Warlocks have arrested an evil sorceress who has admitted that she hexed some unknown trade goods. If mixed together they will create a deadly poison. Gather 2 different consumable HEALING ITEMS and test them together by rolling 2d6 + 💡.

If your roll total is 12 or higher you discover that these 2 ingredients do, indeed, create a poison. Go to THE CROSSROADS and discard both items to complete this quest.

If your total is 11 or lower you find that this combination does not create a poison. You can replace 1 healing item with another and test (roll) again.

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HEROIC QUEST 1-5 QP

SEEKING "ANCIENT" ITEMS

You travelled through time from the distant future in search of things from this time that are extremely difficult to find in yours.

Your HERO can deposit OBJECTS (not WEAPONS, ARMOR or any of their starting items) at the temporal drop-off point, THE CROSSROADS, for collection. Discard found items there for 1 QP each. After gaining 5 QP this way, discard this card.



15

HEROIC QUEST 6 QP

CATASTROPHIC INCIDENT

You have traveled backwards through time to stop a catastrophic incident from happening. The trail of events that occur after two people meet on this day lead to the destruction of the planet! In 2 GAME ROUNDS, draw until you find a weapon-holding character, shuffle after. Equip then place them into an empty location, when possible.

Defeat the drawn character in combat to complete this quest and gain 6 QP.

If the drawn character meets the HERO of the PLAYER TO YOUR RIGHT discard this quest and gain nothing.

16

HEROIC QUEST 1-6 QP

CURSED

You trip over the arm of a half-buried man. You know him. He is "Rake the Void", an evil sorcerer!

He scowls at you, and with his last breath he quietly whispers an evil incantation then slumps over, dead. You are encircled by a dark mist. Lose 2 HEALTH now, and at the beginning of each new round!

Your hero or their follower must DROP 6 ITEMS onto the ground, never to be picked up by your hero or their followers again. Gain 1 QP for each of the 6 items that are dropped then discard this card to end the curse.

17

HEROIC QUEST 9 QP

THE RHORGONKRUL

Recently, a nearby village was attacked and destroyed. All the inhabitants of the village were killed. People are saying that a heinous beast, mistakenly summoned by an evil sect of warlocks, is to blame.

The creature has been named "RHORGONKRUL", meaning "vile butcher". Your hero or their follower must kill it to gain 9 QP.



18

HEROIC QUEST 2-6 QP

UNFORTUNATE FORTUNE

You recently happened upon an old, blind hermit living in a cave atop Aderage Mountain. In exchange for some food he told your fortune. He prophesied that, with his help, you will stop a plot to kill the king! You allow him to cast an incantation on you.

Whenever you are in the same location as another HERO (including THE CROSSROADS), once per hero, until you find the traitor, roll 1d6 + . If the roll total is 10 or higher, you sense that this is the traitor who will kill the king, gain 2 QP. Defeat them in combat to change their path and gain 4 additional QP, then discard this card.

19

HEROIC QUEST 4 QP

POISONED!

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

In the middle of the night, while walking to quiet your mind after a horrible nightmare, you stumbled into a viper's nest and were bitten! The vipers poison was not deadly, but you must wash the wound soon or you could die from it.

Your HERO takes 1d6 damage at the beginning of every round (instead of gaining 2 HEALTH) until they enter a location with WATER in it (2, 6, 11, 12, 24). After entering 1 of these locations your hero washes their wounds and regains 12 HEALTH. You gain 4 QP.

20

HEROIC QUEST 3-6 QP

THE RIFT

Your king acquired a map showing the location of an arcane rift. They have ordered you to go there and gather information about it.

Draw BRIDGE OF THE SEVEN DEAD if it is not currently in play, shuffling after. If it is in hand, reveal it and set it aside. In 2 GAME ROUNDS, at the beginning of that round, or whenever possible after that, place it at least 2 locations away from your HERO.

For each ACTION your HERO takes in this location, including being the first to arrive there, gain 3 QP. Gain a maximum of 6 QP this way, then discard this card.

21

HEROIC QUEST 4-5 QP

ROYAL ACCOUTREMENT

The Foregone King has requested that you, one of the most skilled adventurers in the land, must find the materials to craft a new jacket for the princess. You feel that you are being totally underutilized, but agree to take on the task.

Acquire the pelt of 1 SARKAG WOLF, bring it to THE CROSSROADS and discard it to gain 4 QP. Give it directly to PRINCESS BRETTA, if she is in play (at no AP cost, Bretta cannot turn down the gift), to gain 5 QP.

If you have drawn this quest and your HERO is BRETTA, acquire 1 SARKAG WOLF pelt to gain 4 QP.

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DARK VENTURE

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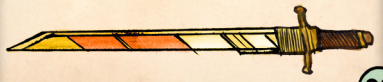
HEROIC QUEST 1-5 QP

FORAGING WARRIOR

You have made a pledge to become a member of the LEGIONNAIRES, a militia group working for the King. One of your lesser pledge duties is to scour the land for resources.

Pick up items that have been dropped (by characters you do not control), looted from bodies, or drawn through searching locations. Bring these items to THE CROSSROADS and deliver them to the Legionnaires by discarding them. Gain 1 QP for each discarded item, to a maximum of 5 QP, then discard this card.



23

HEROIC QUEST 1-6 QP

ARCANE INSIGHT

You would like to expand your knowledge of the arcane.

Gain 1 QP when your HERO enters these locations for the first time. Gain 6 QP this way, then discard this card.

9. THE LONER'S CAVERN
10. BRIDGE OF THE SEVEN DEAD
17. FALKID'S STEEL BRIDGE
18. THE ORPAL ABATTOIR
19. HAGLOR'S HAUNTED CURVE
20. BARNARD'S GRAVE
23. THE GAPING MAW



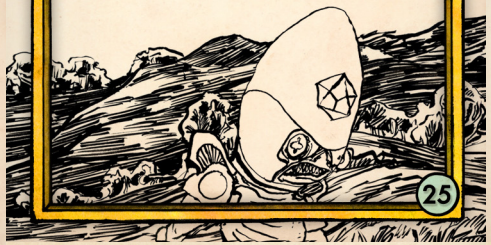
24

HEROIC QUEST 2-8 QP

GROWING EVIL

The Foregone King has heard that the OVOIDS are planning to expand their evil empire into his realm, the Darkgrange. The King would like you to send the Egg Empire a message that he hopes will drive them back.

For each OVOID faction character that you defeat in combat, gain 2 QP. Earn 6 QP this way to gain a 2 QP bonus, then discard this card.



25

HEROIC QUEST 1-5 QP

SECOND WIND!

You downed several flagons of ale at a local tavern. After stumbling out the door, you began your journey home...at least that's where you thought you were headed. After an hour of walking in circles, you realized that you had lost your way.

Now the sun is rising and, in your current, sleepless state you feel inspired (hic!). You have renewed vigor!

Add 1 QP to each SIDE QUEST that you complete. After an additional 4 QP are earned this way, gain 1 bonus QP, discard this card, then sleep for 1 complete round (skip 1 turn). NOTE: You will awaken if attacked.

26

HEROIC QUEST 5 QP

THE KING'S HUNT

The Forgone King has requested that you hunt and capture a BEAST for his menagerie. To capture a beast faction character, roll 4d6 + in combat as your battle turn, then refer to the chart below. Bring the beast to THE CROSSROADS and discard it for 5 QP.

BEAST HEALTH	TOTAL NEEDED to CAPTURE
35 or higher	24 or higher
25 - 34	21 or higher
15 - 24	17 or higher
1 - 14	13 or higher

27

THE PRIME ANCIENTS
OPTIONAL EXPANSION

It is said that, eons ago, humankind communed with deities who, hidden from them, influenced the very current of existence. Now, after the Cataclysm, these beings of power beyond comprehension have revealed themselves to a chosen few. They direct the paths of these followers, whispering to them in their daydreams and tormenting them in their nightmares.

Each player selects 1 PRIME ANCIENT, controlling their hero through the eyes of this deity. After selecting an ancient, players place the HEX CARD of their chosen ancient face-down next to their HERO DASHBOARD.

Each ancient will grant the player a DIVINE POWER in their game once the player has WON THEIR FAVOR. Upon meeting the conditions listed under WIN HIS FAVOR, the ancient card is flipped. The player can then utilize the DIVINE POWER of that ancient at any time (unless noted otherwise).





DARK Venture

1	1	1	1	1
2	2	2	2	2
3	3	3	3	3
4	4	4	4	4
5	5	5	5	5
6	6	6	6	6
7	7	7	7	7
8	8	8	8	8
9	9	9	9	9
10	10	10	10	10

ATTRIBUTES





DARK Venture

1	1	1	1	1
2	2	2	2	2
3	3	3	3	3
4	4	4	4	4
5	5	5	5	5
6	6	6	6	6
7	7	7	7	7
8	8	8	8	8
9	9	9	9	9
10	10	10	10	10

ATTRIBUTES

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DARK Venture

DARK Venture

DARK Venture

DARK Venture

CHARACTER RECORD

HEALTH

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60

CHARACTER RECORD

HEALTH

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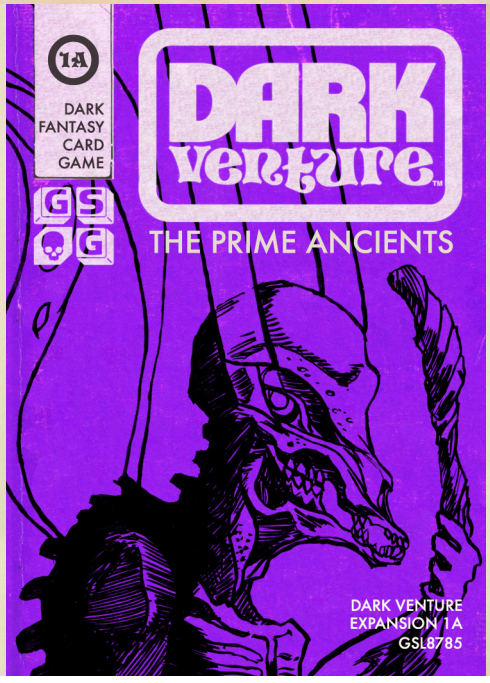

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ATTRIBUTES

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DARK Venture

ATTRIBUTES

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DARK Venture

ATTRIBUTES

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DARK Venture

ATTRIBUTES

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DARK Venture

ATTRIBUTES

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DARK Venture

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DARK Venture

ATTRIBUTES

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DARK Venture

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DARK Venture

CHARACTER RECORD

HEALTH ❤

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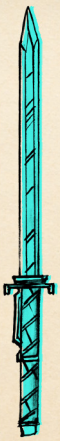

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41	42	43	44	45	46	47	48	49	50
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CHARACTER RECORD

HEALTH ❤

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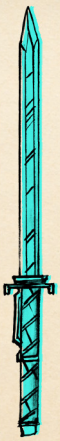

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DARK Vengeance

SIDE QUEST 1

STOP THE AGGRESSION!

Defeat an *AGGRESSIVE* enemy in combat

GAIN 1 QP

SIDE QUEST 2

I LIKE THAT, HERE!

Trade 1 item with another character

GAIN 1 QP

SIDE QUEST 3

WHAT'S THAT IN THE DISTANCE?

Play a LOCATION card

GAIN 1 QP

SIDE QUEST 4

WHAT'S THAT I SEE?

Pick up an item dropped by a character that you don't control

GAIN 1 QP

SIDE QUEST 5

I KNOW IT'S HERE SOMEWHERE

Search 5 locations

GAIN 1 QP

SIDE QUEST 6

HERE'S... SOMETHING!

Find 3 items while searching

GAIN 1 QP

SIDE QUEST 7

A DARK ABODE!

Enter 2 locations with BUILDINGS (2, 3, 5, 7, 13, 14, 15, 18, 21, 22)

GAIN 2 QP

SIDE QUEST 8

GET OUT & DO SOMETHING!

Enter 3 different locations that have HEX ACTIONS

GAIN 2 QP

SIDE QUEST 9

I SEE YOU THERE!

Play a CHARACTER card

GAIN 1 QP

SIDE QUEST 10

SMELLS FISHY!

Enter a location with water in it (2, 6, 11, 12, 24)

GAIN 1 QP

SIDE QUEST 11

DEAD END!

Enter a location that has only one path into it (2, 3, 7, 9, 14)

GAIN 1 QP

SIDE QUEST 12

WHAT IS THIS JUNK?!

Drop or Discard EGG ARMOR

GAIN 1 QP

SIDE QUEST 13

FLASHY!

Equip a JEWEL and keep it equipped for 2 game rounds

GAIN 1 QP

SIDE QUEST 14

HEAVY HITTER!

Equip a 2-handed weapon and keep it equipped for 2 game rounds

GAIN 1 QP

SIDE QUEST 15

COME GET ME!

Use a bow to hit a character in an adjacent location

GAIN 1 QP

DARK Venture

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SIDE QUEST 16

I'M OUT OF HERE!

Have your hero or a follower successfully FLEE from a battle

GAIN 1 QP

SIDE QUEST 17

THIS ISN'T GOING WELL!

Have your hero or a follower fail while trying to FLEE from a battle

GAIN 1 QP

SIDE QUEST 18

THIS ISN'T THE LAST YOU'LL SEE OF ME!

Have your hero become unconscious

GAIN 1 QP

SIDE QUEST 19

FAITHFUL STEED!

Gain a FOLLOWER that is a horse

GAIN 2 QP

SIDE QUEST 20

FEELS BALANCED!

Equip a new WEAPON and keep it equipped for 2 game rounds

GAIN 2 QP

SIDE QUEST 21

NICE WEIGHT, MAYBE...

Equip a new SHIELD and keep it equipped for 2 game rounds

GAIN 2 QP

SIDE QUEST 22

EN GARDE!

Engage another HERO in combat

GAIN 2 QP

SIDE QUEST 23

FOLLOW ME!

Gain a FOLLOWER

GAIN 2 QP

SIDE QUEST 24

BACK, YOU!

Kill a VARPEN faction character

GAIN 2 QP

SIDE QUEST 25

BACK, CREATURE!

Kill a BEAST faction character

GAIN 2 QP

SIDE QUEST 26

BACK, FETID THING!

Kill an ORPAL faction character

GAIN 2 QP

SIDE QUEST 27

BLADE HORDER!

Have 3 swords in your hero's inventory

GAIN 2 QP

SIDE QUEST 28

KEEPING HEALTHY!

Have 3 HEALING ITEMS in your hero's inventory

GAIN 2 QP

SIDE QUEST 29

PACK RAT!

Completely fill your hero's inventory (8 items)

GAIN 1 QP

SIDE QUEST 30

I HOPE I NEVER SEE THIS GUY AGAIN!

Defeat a DIRT TWIN in combat

GAIN 2 QP

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SIDE QUEST 31

THISSSSS WILL HELP ME FIT IN!

Roll to try to wear EGG ARMOR

GAIN 1 QP

SIDE QUEST 32

BACK, YOU SMELL LIKE EGGS!

Defeat an EGGMAN in combat

GAIN 2 QP

SIDE QUEST 33

WAIT, WHAT HAPPENED?

Have your HERO become conscious after becoming unconscious

GAIN 2 QP

SIDE QUEST 34

THAT'S ALL I'VE GOT!

At the end of your turn, have an empty hand

GAIN 2 QP

SIDE QUEST 35

ARE YOU A HERO OR ARE YOU A BANDIT!?

Have your hero take 1 item from 3 different defeated characters.

GAIN 2 QP

SIDE QUEST 36

I SEE FOREVER!

Use a special ability of the VISION SHARD or the ENCHANTED COMPASS

GAIN 2 QP

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