
0 1 2 3 4 5 6 7 8 9 10
-1
MAX 6 +1 per
During *Night*, Spend 2 :
Advance 1 / .
Defend 1 .
MAX 3 +1 per
Equip Sword
During *Night*, the equipped Hero gains +1 for each 1 spent.
Equip Shield
Spend only 1 to defend 1 .
Equip Staff
During *Night*, the equipped Hero conjures +1 for each 1 spent.
Completed Quests




0 1 2 3 4 5 6 7 8 9 10
-1
MAX 6 +1 per
During *Night*, Spend 2 :
Advance 1 / .
Defend 1 .
MAX 3 +1 per
Equip Sword
During *Night*, the equipped Hero gains +1 for each 1 spent.
Equip Shield
Spend only 1 to defend 1 .
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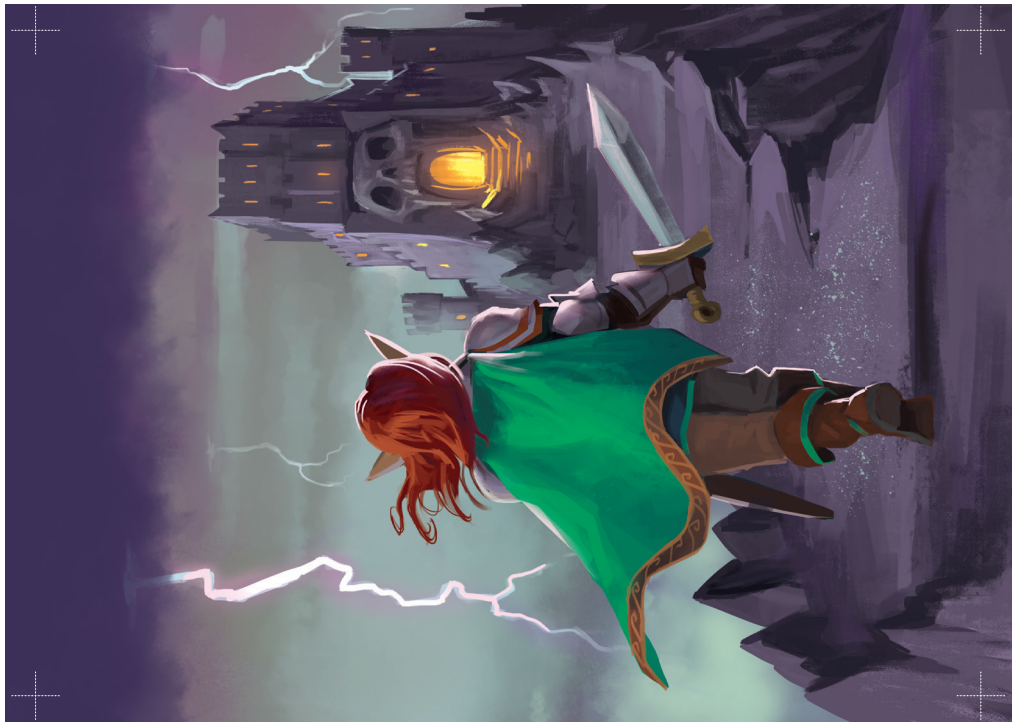
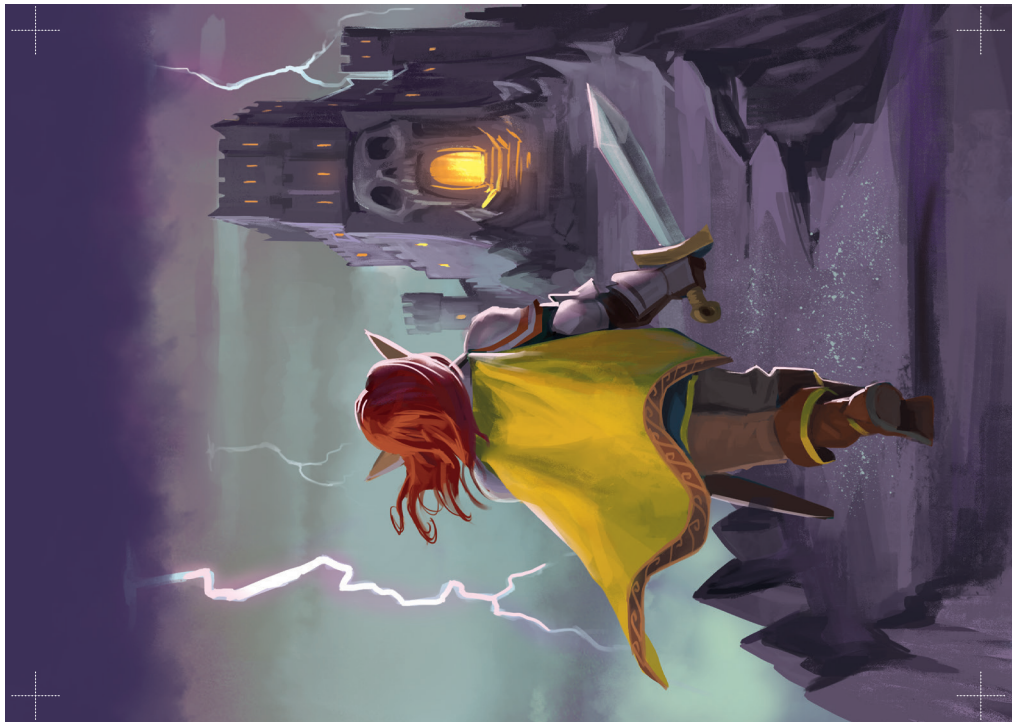
Completed Quests




0 1 2 3 4 5 6 7 8 9 10
-1
MAX 6 +1 per
During Night, Spend 2:
Advance 1 / .
Defend 1 .
MAX 3 +1 per
EQUIP SWORD
During Night, the equipped Hero gains +1 for each 1 spent.
EQUIP SHIELD
Spend only 1 to defend 1 .
EQUIP STAFF
During Night, the equipped Hero conjures +1 for each 1 spent.
COMPLETED QUESTS




0 1 2 3 4 5 6 7 8 9 10
-1
MAX 6 +1 per
During Night, Spend 2:
Advance 1 / .
Defend 1 .
MAX 3 +1 per
EQUIP SWORD
During Night, the equipped Hero gains +1 for each 1 spent.
EQUIP SHIELD
Spend only 1 to defend 1 .
EQUIP STAFF
During Night, the equipped Hero conjures +1 for each 1 spent.
COMPLETED QUESTS




Learn the Spell.
Gain 1 OR 1 .


Learn the Spell.
Gain 1 OR 1 .


Learn the Spell.
Gain 1 OR 1 .

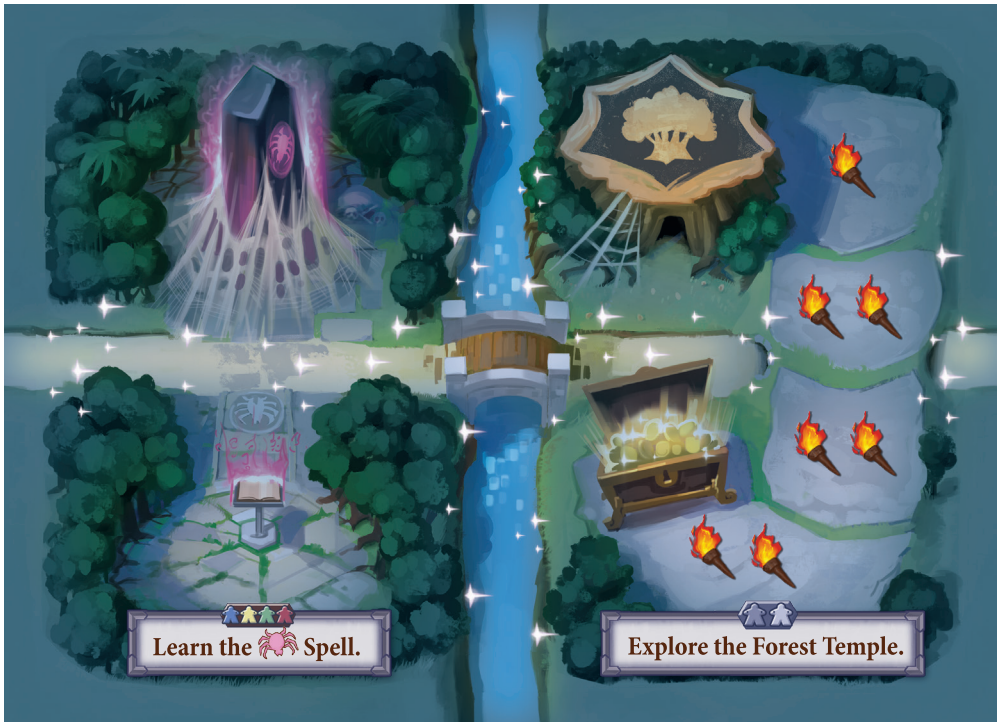

Learn the Spell.
Gain 1 OR 1 .


Learn the Spell.
Gain 1 OR 1 .


Learn the Spell.
Gain 1 OR 1 .


Learn the Spell.
Gain 1 OR 1 .


Learn the Spell.
Gain 1 OR 1 .


Learn the Spell.
Explore the Forest Temple.


Learn the Spell.
Explore the Forest Temple.


Learn the Spell.
Explore the Water Temple.


Learn the Spell.
Explore the Water Temple.


Learn the Spell.
Explore the Fire Temple.


Learn the Spell.
Explore the Fire Temple.


Learn the Spell.
Explore the Ice Temple.


Learn the Spell.
Explore the Ice Temple.


Learn the Spell.
Explore the Desert Temple.


Learn the Spell.
Explore the Desert Temple.


Learn the Spell.
Explore the Shadow Temple.


Learn the Spell.
Explore the Shadow Temple.


Attack a Goblin.
Gain 1 . Then roll the Dice and gain an additional for each rolled.


Attack a Goblin.
Gain 2 for each Hero you have outside of your Castle.


Attack a Goblin.
Gain 2 for each Hero not along the Coast.


Attack a Goblin.
Gain 2 for each Hero you have outside of your Castle.


Roll the Dice and deal to a Goblin one of your Heroes is attacking for each rolled.
Attack a Goblin.


Deal 1 to a Goblin that one of your Heroes is attacking.
Attack a Goblin.


You may spend 2 to advance one Hero up to 2 spaces on a Temple Track.
Attack a Goblin.


Advance one of your Heroes one space on a Temple Track.
Attack a Goblin.


Attack a Goblin.
Roll the Dice and conjure . Advance the Magic Token forward 2 spaces on the *Magic Track* for each rolled.


Attack a Goblin.
Conjure 2 . Advance the Magic Token forward 2 spaces on the *Magic Track*.


Attack a Goblin.
Move another Hero to a Temple that matches a *Treasure Quest Card* in the quest row.


Attack a Goblin.
Move another one of your Heroes up to 3 Map Cards.
(*count Map Cards orthogonally*)


Roll the Dice and use any / to advance any of your Heroes on their Temple Tracks.
(ignore all other symbols)
Attack a Goblin.


Attack a Goblin.
You may move your 2 other Heroes 1 Map Card By Foot.


Totals
Spells
Quests
Goblins
0 -4 -3 -2
1 -2 -1 1
2 -1 1 3
3 1 3 6
4 2 6 8
5 4 8 12
6 6 12 16
7 8 16 20
8 10 20 25
9 13 25 30
10 16 30 35
Legendary Items
4 for each
1
2
3
5
4




1
Magic Track
1st = -1
2nd = -1
3rd = -1
1st = -1
2nd = -1
3rd = -1
1st = -1
2nd = -1
1st = -2
2nd = -1
1st = -2
2nd = -3
2nd = -1
0
1
2
3
I
II
III
IV
V
VI
VII
VIII
IX
X
Spell Library


2-4
Magic Track
1st = -2
2nd = -3
2nd = -1
0
1
2
3
I
II
III
IV
V
VI
VII
VIII
IX
X
Spell Library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QUEST


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QUEST


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QUEST


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QUEST


Battle the Twin Krakens
To Complete this Quest
Have 2 of your Heroes on opposite Coasts in the same row or column.
(Neither may be in your Castle)
Gain 3.


Sweep Out the Temples
To Complete this Quest
Have all 3 of your Heroes on Temples.
Gain 3.


Train the Gryphons
To Complete this Quest
Have all 3 of your Heroes in a diagonal line, each on separate Map Cards.
(None may be in your Castle)
Gain 3.


Guard the King's Road
To Complete this Quest
Have all 3 of your Heroes in a horizontal line, each on separate Map Cards.
(None may be in your Castle)
Gain 3.


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QUEST


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QUEST


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QUEST


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QUEST


Join the Bard's Guild
To Complete this Quest
Have 1 Hero on a Temple, 1 on an Obelisk, and 1 on a Portal.
Gain 3 OR 3.


Map the Land
To Complete this Quest
Have all 3 of your Heroes at least 3 Map Cards away from each other. Count Map Cards orthogonally.
(None may be in your Castle)
Gain 2 and 2.


Attend an Ally's Coronation
To Complete this Quest
Have 2 Heroes in another player's Castle.
Move any 1 of your Heroes to any Map Card of your choice.


Deliver the Royal Decrees
To Complete this Quest
Have all 3 of your Heroes at least 3 Map Cards away from your Castle. Count Map Cards orthogonally.
Gain 2 and 2.















## Light the Cursed Beacons

**To Complete this Quest**

Have all 3 of your Heroes on separate Map Cards on the Coast. (*None may be in your Castle*)

Gain 2 ♥ and 2 V.

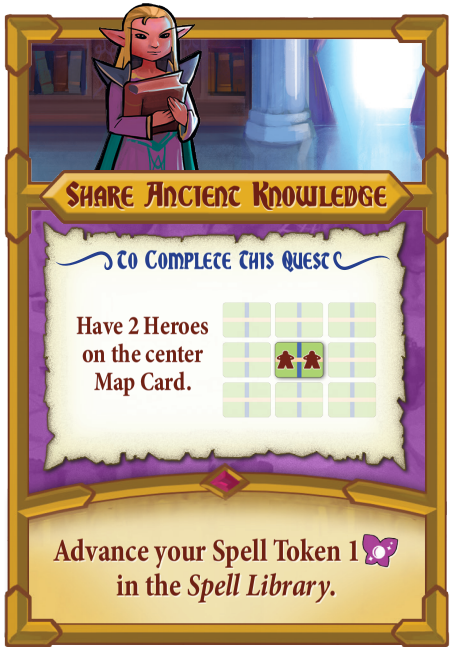


## Defend the Inland Region

**To Complete this Quest**

Have all 3 of your Heroes on separate Map Cards not connected to the Coast.

Take any Goblin Token in play, and not attacking another Hero, and place it in your score pile. (*Do not replace until end of round*)



## Share Ancient Knowledge

**To Complete this Quest**

Have 2 Heroes on the center Map Card.

Advance your Spell Token 1 in the *Spell Library*.



## Study with Foreign Wizards

**To Complete this Quest**

Have your Heroes on 3 Map Cards that create this *formation*. (*None may be in your Castle*)

Advance your Spell Token 1 in the *Spell Library*.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QUEST


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QUEST


Discover Lost Treasure
To Complete this Quest
Complete the Forest Temple.
Equip Bow
During Night, the equipped Hero may a Goblin from an adjacent Map Card, as long as it is not attacking another Hero.
(Hero may not be in a Temple or Castle)


Discover Lost Treasure
To Complete this Quest
Complete the Forest Temple.
Equip Fairy
Instead of moving normally, the equipped Hero may move up to 3 Map Cards to a Grotto. Count Map Cards orthogonally.


Discover Lost Treasure
To Complete this Quest
Complete the Water Temple.
Equip Key
When the equipped Hero enters a Temple, immediately advance it to the first space of the Temple Track.


Discover Lost Treasure
To Complete this Quest
Complete the Water Temple.
Equip Potion
At the end of the Day, immediately roll the Dice and gain 1 for each rolled.


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QUEST


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QUEST


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QUEST


Discover Lost Treasure
To Complete this Quest
Complete the Desert Temple.
Equip Come
The equipped Hero may learn 1 spell level higher than what is granted by the Magic Track.
(This Hero must be at the Spell's Obelisk)


Discover Lost Treasure
To Complete this Quest
Complete the Desert Temple.
Equip Cane
Instead of moving normally, the equipped Hero may always move By Foot.


Discover Lost Treasure
To Complete this Quest
Complete the Ice Temple.
Equip Boomerang
When the equipped Hero is at a Goblin Portal, each you've taken deals 1 to that Goblin.


Discover Lost Treasure
To Complete this Quest
Complete the Ice Temple.
Equip Flute
Instead of moving normally, the equipped Hero may always move By Gryphon.


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QUEST


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QUEST


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QUEST


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QUEST


Discover Lost Treasure
To Complete this Quest
Complete the Fire Temple.
Equip Lantern
The equipped Hero only needs to spend 1 to advance 1 / instead of spending 2.


Discover Lost Treasure
To Complete this Quest
Complete the Fire Temple.
Equip Bomb
When the equipped Hero moves to a Portal, immediately roll the Dice and deal 1 for each rolled.


Discover Lost Treasure
To Complete this Quest
Complete the Shadow Temple.
Equip Shovel
When the equipped Hero moves to a Map Card immediately roll the Dice and gain 1 for each rolled.


Discover Lost Treasure
To Complete this Quest
Complete the Shadow Temple.
Equip Gemstone
At any time, you may convert into .
(But not the other way)

# Adventure



First: Take Damage ➤ Second: Gain Power ➤ Third: Conjure Magic / Take Damage

In any order after:

Torch · Scroll · Attack Goblin

# Adventure



First: Take Damage ➤ Second: Gain Power ➤ Third: Conjure Magic / Take Damage

In any order after:

Torch · Scroll · Attack Goblin

# Adventure



First: Take Damage ➤ Second: Gain Power ➤ Third: Conjure Magic / Take Damage

In any order after:

Torch · Scroll · Attack Goblin

# Adventure



First: Take Damage ➤ Second: Gain Power ➤ Third: Conjure Magic / Take Damage

In any order after:

Torch · Scroll · Attack Goblin

# Rest



All your Heroes on Portals, on Obelisks, or on the *last space* of a Temple Track MUST return to your Castle.

For each Hero returned gain 1 ♥ OR 1 ⚡.

*(all your other Heroes MUST stay)*

# Rest



All your Heroes on Portals, on Obelisks, or on the *last space* of a Temple Track MUST return to your Castle.

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# Rest



All your Heroes on Portals, on Obelisks, or on the *last space* of a Temple Track MUST return to your Castle.

For each Hero returned gain 1 ♥ OR 1 ⚡.

*(all your other Heroes MUST stay)*

## By Ship



## By Horse



## By Gryphon



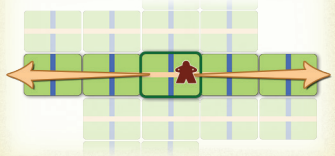
## By Raft



## By Horse



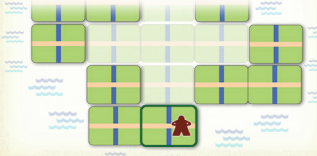
Horizontal on Road



## By Ship



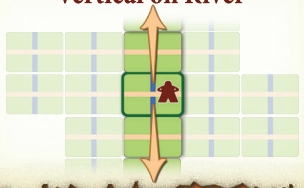
Coast to Any Other Coast



## By Raft



Vertical on River



## By Gryphon



Diagonal




MAX


MAX


MAX


MAX


By Foot


MAX


MAX


MAX


MAX


By Foot
One Map Card Any Direction


MAX


MAX


MAX


MAX


MAX

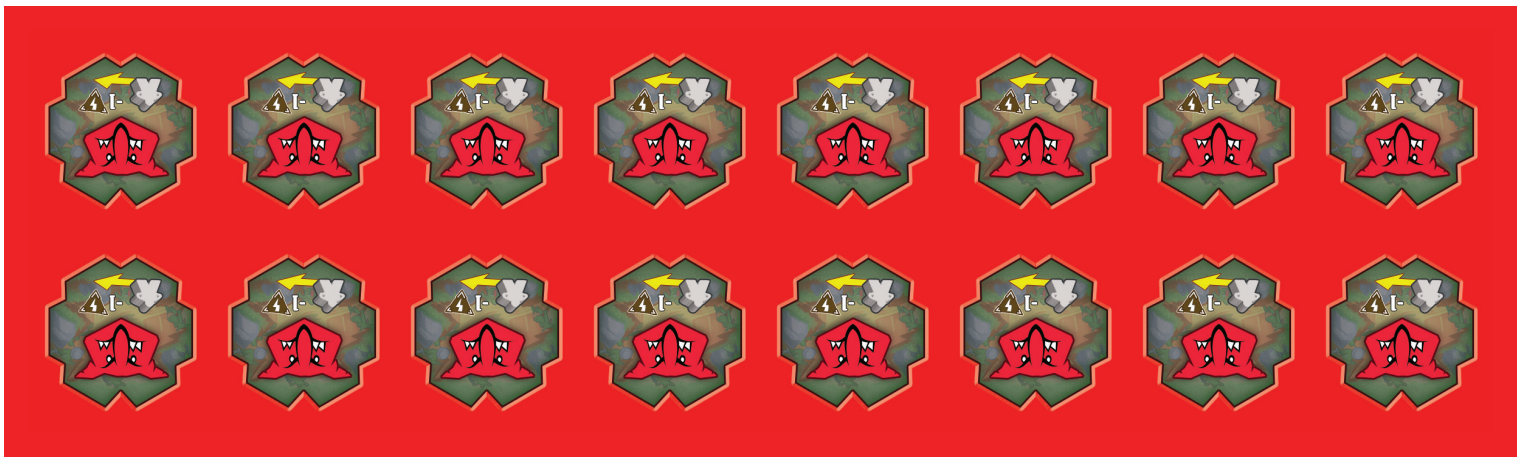

MAX


MAX


MAX




















Gain 1
Return :
Advance your Spell Token 2 in the *Spell Library* ONLY if you have a Hero on that Spell's Obelisk.
Attack a Goblin.


Gain 1
Return :
Advance your Spell Token 1 in the *Spell Library*.
Attack a Goblin.


Gain 1
Return :
Immediately gain the *Quest Card* off the top of the deck and its reward.
Attack a Goblin.


Gain 1
Return :
Immediately gain a *Quest Card* from the quest row and its reward.
Attack a Goblin.


Gain 1
Return :
Take any Goblin Token in play, and not attacking another Hero, and place it in your score pile.
(do not replace until end of round)
Attack a Goblin.


Attack a Goblin.
Return :
Deal 3 to each Goblin you have a Hero attacking.
Gain 1