


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 Fire Temple.
Learn the Spell.
Explore the Water Temple.
Learn the Spell.
Explore the Ice Temple.


Learn the Spell.
Explore the Water Temple.
Learn the Spell.
Explore the Ice Temple.
Learn the Spell.
Explore the Forest Temple.
Learn the Spell.
Explore the Fire Temple.


Learn the Spell.
Explore the Desert Temple.
Attack a Goblin.
Gain 1 . Then roll the Dice and gain an additional for each rolled.
Learn the Spell.
Explore the Shadow Temple.
Attack a Goblin.
Gain 2 for each Hero not along the Coast.


Learn the Spell.
Explore the Shadow Temple.
Attack a Goblin.
Gain 2 for each Hero you have outside of your Castle.
Learn the Spell.
Explore the Desert Temple.
Attack a Goblin.
Gain 2 for each Hero you have outside of your Castle.


Attack a Goblin.
Roll the Dice and deal to a Goblin one of your Heroes is attacking for each rolled.
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.
You may spend 2 to advance one Hero up to 2 spaces on a Temple Track.
Attack a Goblin.
Move another Hero to a Temple that matches a *Treasure Quest Card* in the quest row.


Attack a Goblin.
Advance one of your Heroes one space on a Temple Track.
Attack a Goblin.
Move another one of your Heroes up to 3 Map Cards.
(count Map Cards orthogonally)
Attack a Goblin.
Deal 1 to a Goblin that one of your Heroes is attacking.
Attack a Goblin.
Conjure 2 . Advance the Magic Token forward 2 spaces on the Magic Track.

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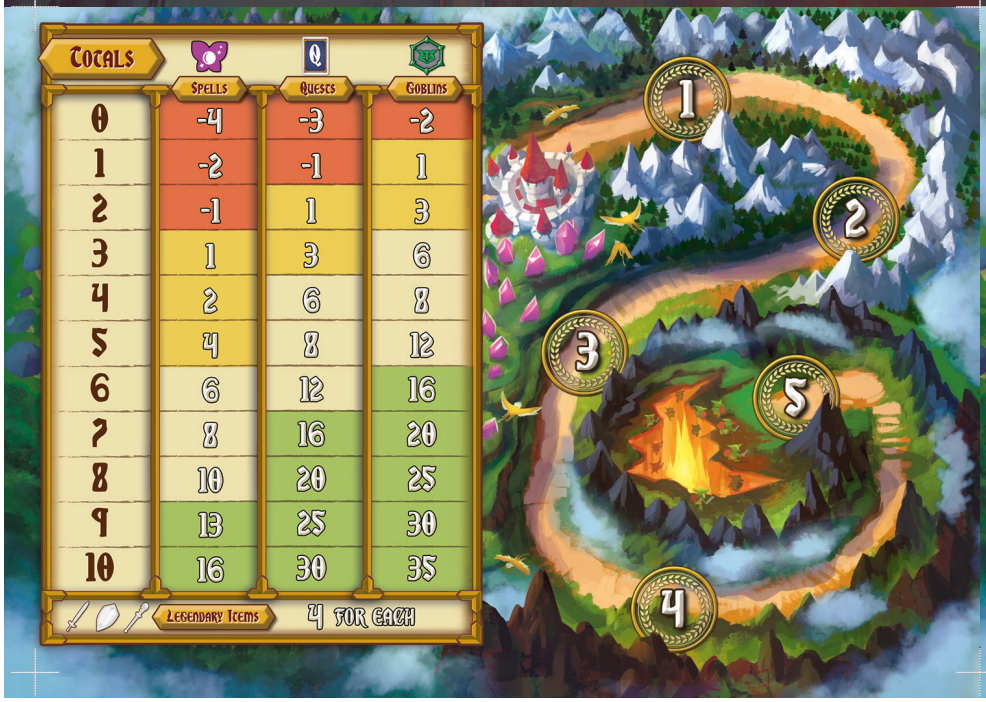



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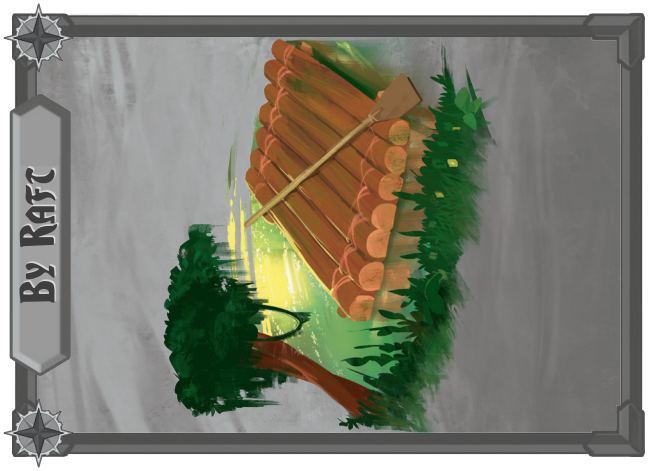
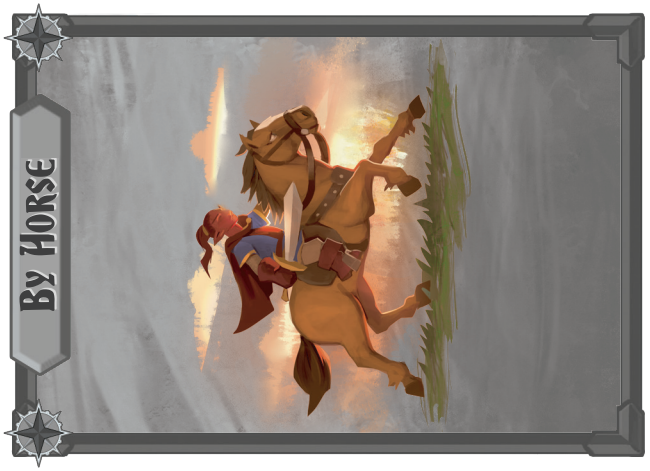
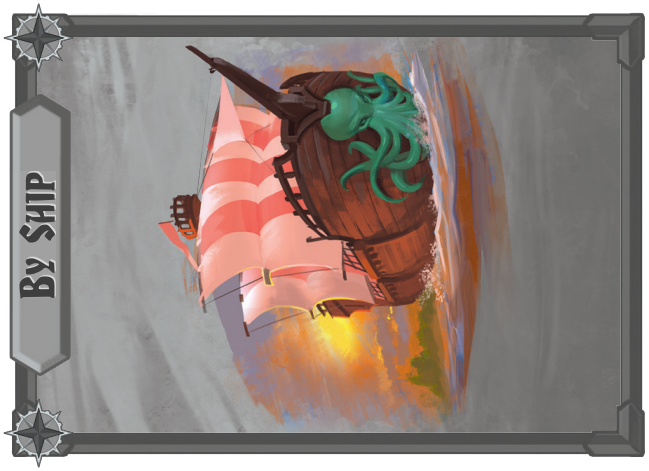
Attack a Goblin.
Roll the Dice and deal to a Goblin one of your Heroes is attacking for each rolled.


By Raft


By Gryphon

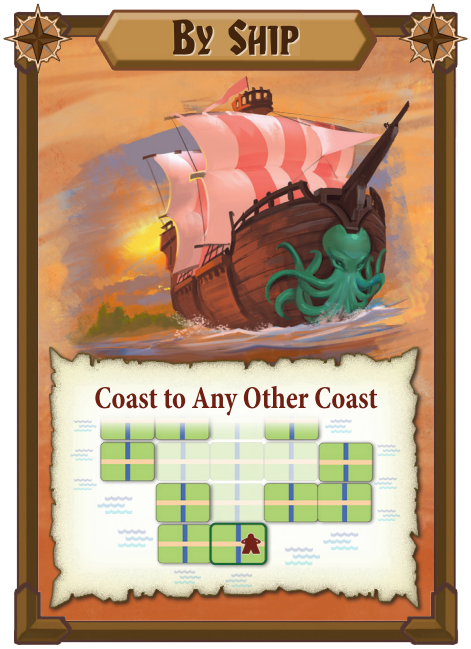

By Horse


By Ship


By Foot


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


By Horse
Horizontal on Road


By Ship
Coast to Any Other Coast


By Raft
Vertical on River


By Gryphon
Diagonal


By Foot
One Map Card Any Direction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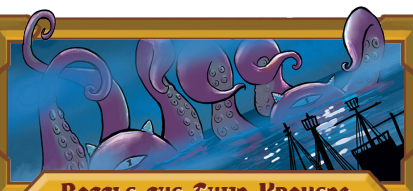
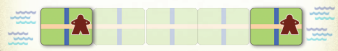


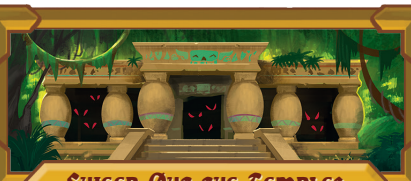
Battle the Twin Krakens

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.



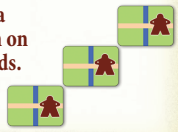
Gain 3 ♥.



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 ♥.



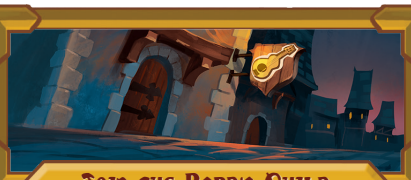
Guard the King's Road

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 ⚡.



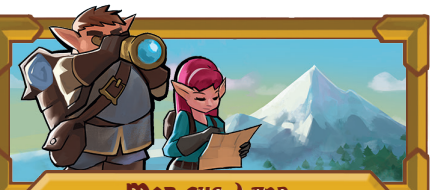
Join the Bard's Guild

To Complete this Quest

Have 1 Hero on a Temple, 1 on an Obelisk, and 1 on a Portal.



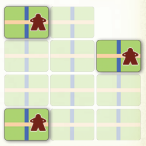
Gain 3 ♥ OR 3 ⚡.



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*)



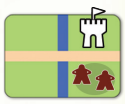
Gain 2 ♥ and 2 ⚡.



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 ⚡.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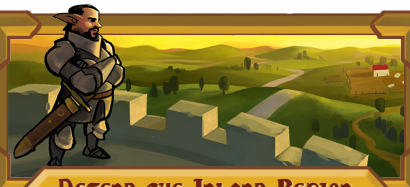


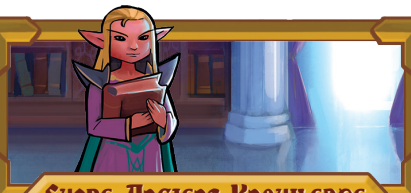
Defend the Inland Region

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*.



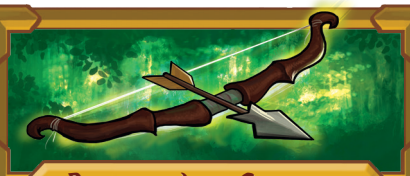
Study with Foreign Wizards

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*.



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

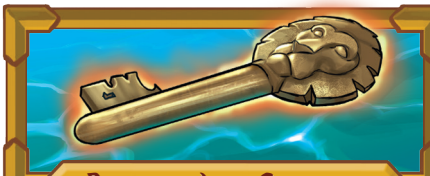


Complete the Forest Temple.

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.



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*.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Adventure
First:
Second:
Third:
Take Damage
Gain Power
Conjure Magic / Take Damage
In any order after:
Torch
Scroll
Attack Goblin


Adventure
First:
Second:
Third:
Take Damage
Gain Power
Conjure Magic / Take Damage
In any order after:
Torch
Scroll
Attack Goblin


Adventure
First:
Second:
Third:
Take Damage
Gain Power
Conjure Magic / Take Damage
In any order after:
Torch
Scroll
Attack Goblin


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*.


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.

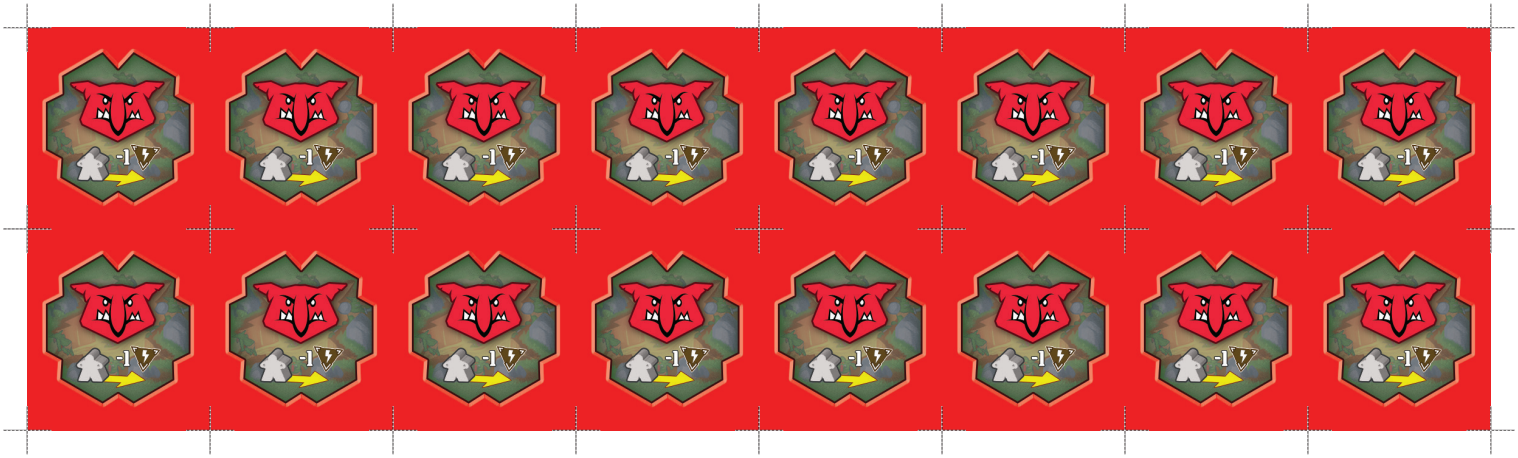

Discover Lost Treasure
To Complete this Quest
Complete the Shadow Temple.
Equip Gemstone
At any time, you may convert into .
(*But not the other way*)


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.
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.
For each Hero returned gain 1 OR 1 .
(all your other Heroes MUST stay)


ADVENTURE
First:
Second:
Third:
Take Damage
Gain Power
Conjure Magic / Take Damage
In any order after:
Torch
Scroll
Attack Goblin






MAX


MAX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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)


MAX


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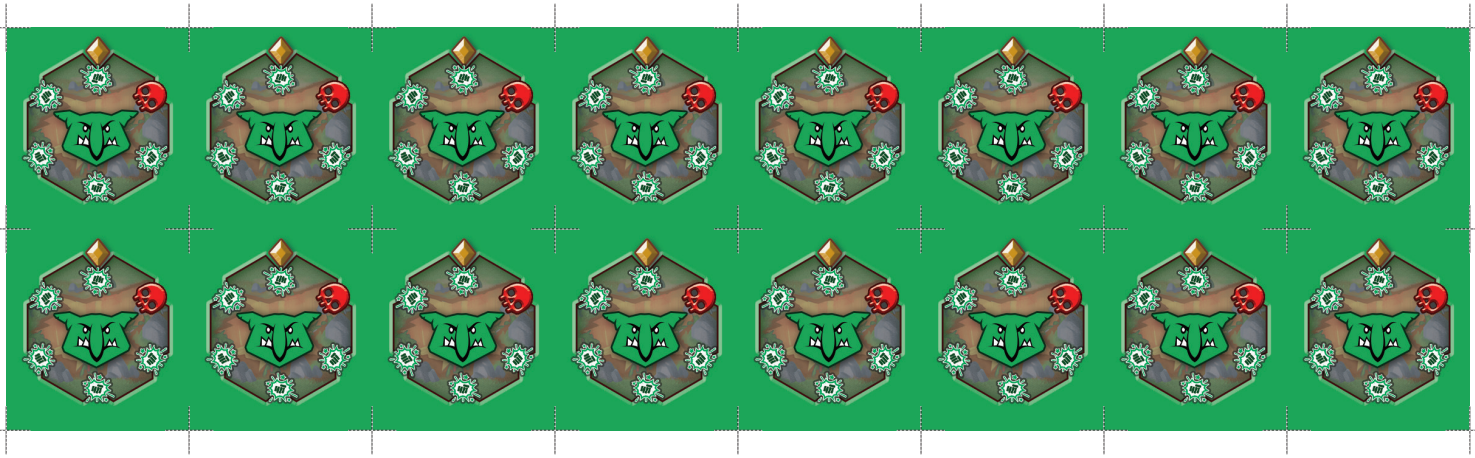














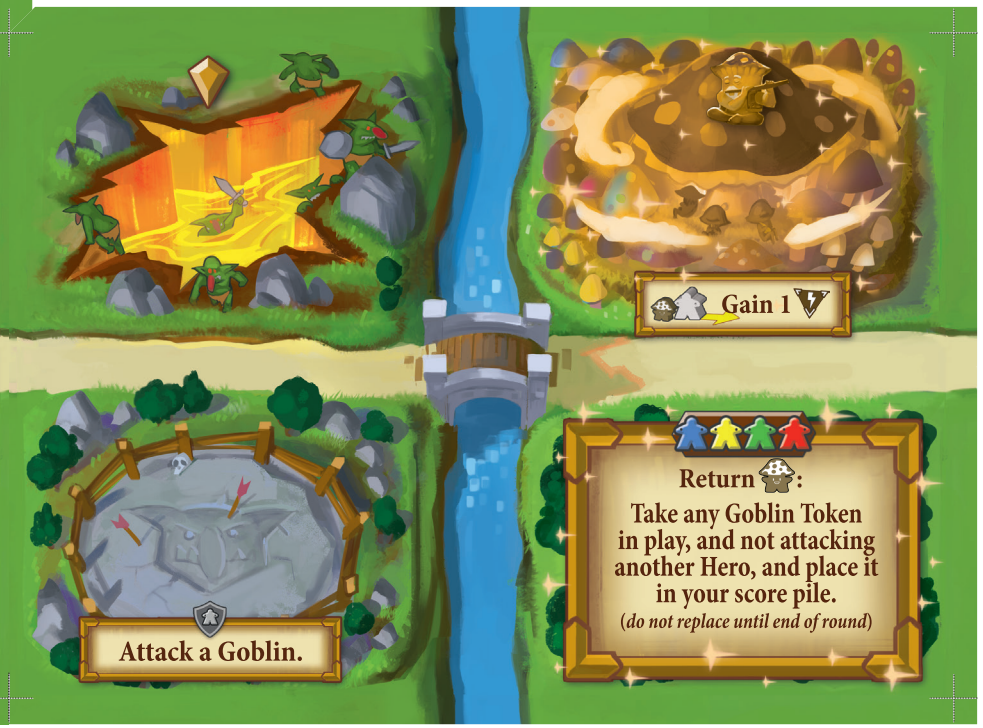

Gain 1
Return :
Advance your Spell Token 2 in the *Spell Library* ONLY if you have a Hero on that Spell's Obelisk.
Attack a Goblin.


Gain 1
Return :
Deal 3 to each Goblin you have a Hero attacking.
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
Attack a Goblin.
Return :
Immediately gain a *Quest Card* from the quest row and its reward.


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


Gain 1
Attack a Goblin.
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*)