Totals
Spells
Quests
Goblins
Legendary Items
4 for Gold
0 -4 -3 -2
1 -2 -2 -1
2 -1 -1 1
3 1 1 3
4 2 3 6
5 4 6 8
6 6 8 12
7 8 12 16
8 10 20 20
9 13 25 25
10 16 30 30
35
1
2
3
4
5
Magic Track
Spell Library
I
II
III
IV
V
VI
VII
VIII
IX
X
=
=
=
=
=
=
Learn the Spell.
Gain 1 OR 1 .
During Night, Spend 2 :
Advance 1 / .
Defend 1 .
Max 6
+1 per
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
1 2 3 4 5 6 7 8 9 10

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 Water Temple.

Learn the Spell.

Explore the Ice Temple.

Learn the Spell.

Explore the Fire Temple.

Learn the Spell.

Explore the Desert Temple.

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 Desert Temple.

Learn the Spell.

Explore the Ice Temple.

Learn the Spell.

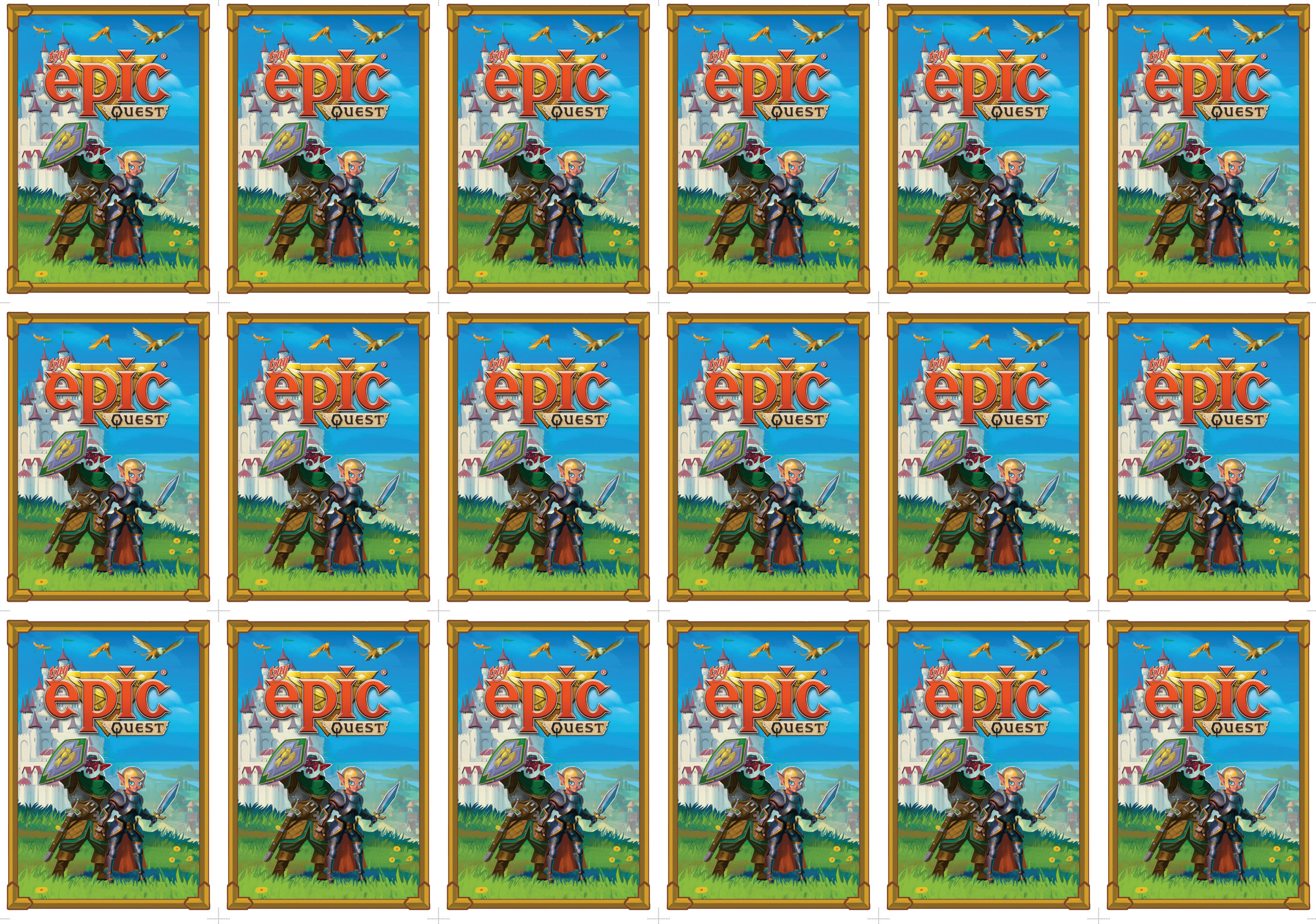
Explore the Fire Temple.

Learn the Spell.

Explore the Water Temple.


Learn the Spell.
Explore the Shadow Temple.
Attack a Goblin.
You may spend 2 to advance one Hero up to 2 spaces on a Temple Track.
Attack a Goblin.
Gain 1 . Then roll the Dice and gain an additional 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.
Gain 2 for each Hero not along the Coast.
Attack a Goblin.
Move another Hero to a Temple that matches a *Treasure Quest Card* in the quest row.
Attack a Goblin.
Roll the Dice and deal to a Goblin one of your Heroes is attacking for each rolled.
Attack a Goblin.
You may move your 2 other Heroes 1 Map Card *By Foot*.


Attack a Goblin.
Deal 1 to a Goblin that one of your Heroes is attacking.
Attack a Goblin.
Roll the Dice and use any to advance any of your Heroes on their Temple Tracks.
(ignore all other symbols)
Attack a Goblin.
Gain 2 for each Hero you have outside of your Castle.
Attack a Goblin.
Move another one of your Heroes up to 3 Map Cards.
(count Map Cards orthogonally)
Attack a Goblin.
Gain 2 for each Hero you have outside of your Castle.
Attack a Goblin.
Conjure 2. Advance the Magic Token forward 2 spaces on the Magic Track.
Learn the Spell.
Explore the Shadow Temple.
Attack a Goblin.
Advance one of your Heroes one space on a Temple Track.


tiny
epic
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 V.



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 ♥.

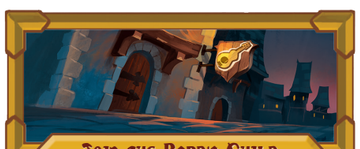


Guard the King's Road

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 V.

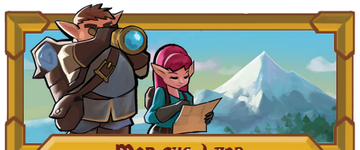


Join the Bard's Guild

To Complete this Quest

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

Gain 3 ♥ OR 3 V.

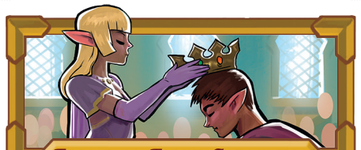


Map the Land

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 V.



Accend 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 V.



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.

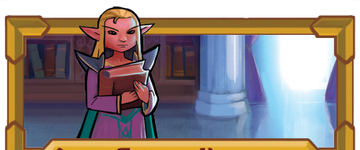


Defend the Inland Region

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*.



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 V rolled.



Discover Lost Treasure

To Complete this Quest



Complete the Desert Temple.

Equip Tome

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*.


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


By Ship


By Horse


tiny
epic
Quest


tiny
epic
Quest


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


By Gryphon


By Raft


tiny
epic
Quest


tiny
epic
Quest


By Foot


tiny
epic
Quest


tiny
epic
Quest

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 Fluce

Instead of moving normally, the equipped Hero may always move *By Gryphon*.

By Horse

Horizontal on Road

By Ship

Coast to Any Other Coast

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)

Discover Lost Treasure

To Complete this Quest

Complete the Fire Temple.

Equip Lancern

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.

By Raft

Vertical on River

By Gryphon

Diagonal

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)

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

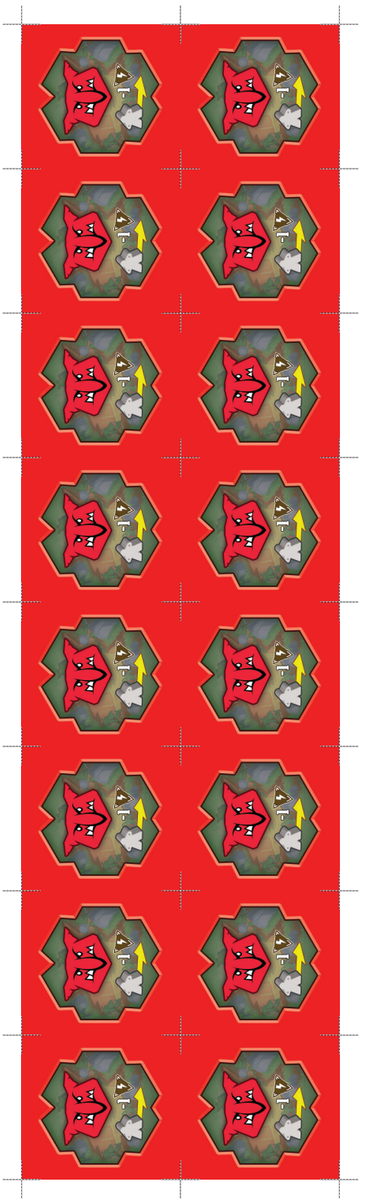
Complete the Shadow Temple.

Equip Gemstone

At any time, you may convert ❤ into ▽. *(But not the other way)*

By Foot

One Map Card Any Direction






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 :
Immediately gain the *Quest Card* off the top of the deck and its reward.
Attack a Goblin.
Gain 1
Return :
Deal 3 to each Goblin you have a Hero attacking.
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)

MAX
MAX
MAX
MAX
MAX
MAX
MAX
MAX









