

12345678910

MAX 6
+1 per

1

2

3

4

5

6

7

8

9

10

During Night, Spend 2 V:

Advance
1 /

Defend
1

Equip SWORD

During Night, the equipped Hero gains +1 for each 1 spent.

Equip SHIELD

Spend only 1 V to defend 1.

Equip STAFF

During Night, the equipped Hero conjures +1 for each 1 spent.

COMPLETED QUESTS

12345678910

MAX 3
+1 per

1

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During Night, Spend 2 V:

Advance
1 /

Defend
1

Equip SWORD

During Night, the equipped Hero gains +1 for each 1 spent.

Equip SHIELD

Spend only 1 V to defend 1.

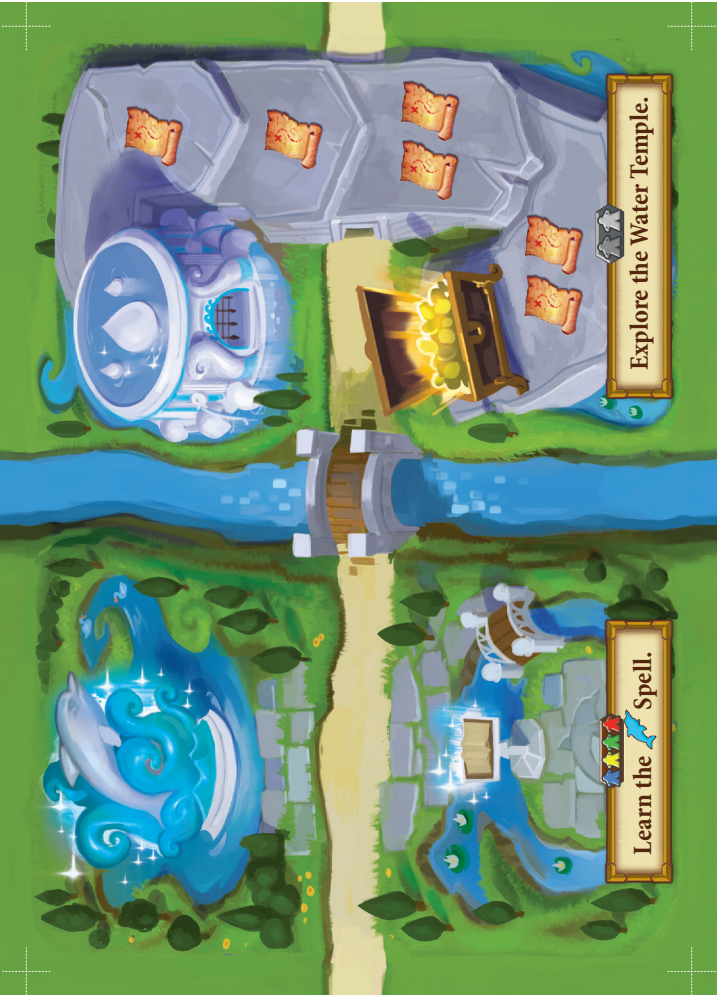
Equip STAFF

During Night, the equipped Hero conjures +1 for each 1 spent.

COMPLETED QUESTS

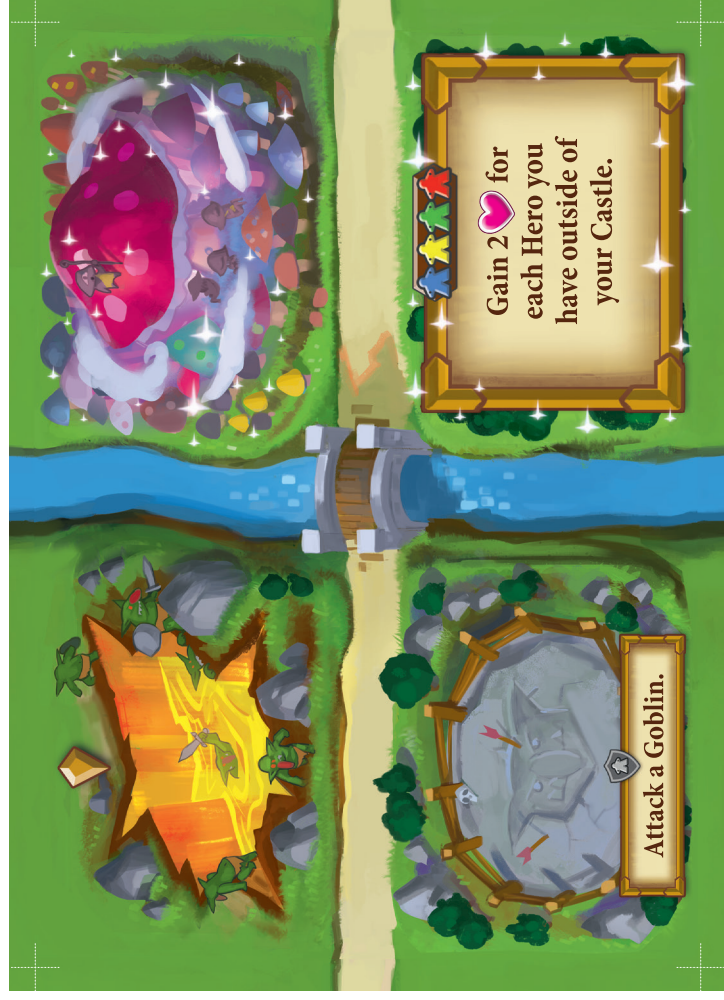
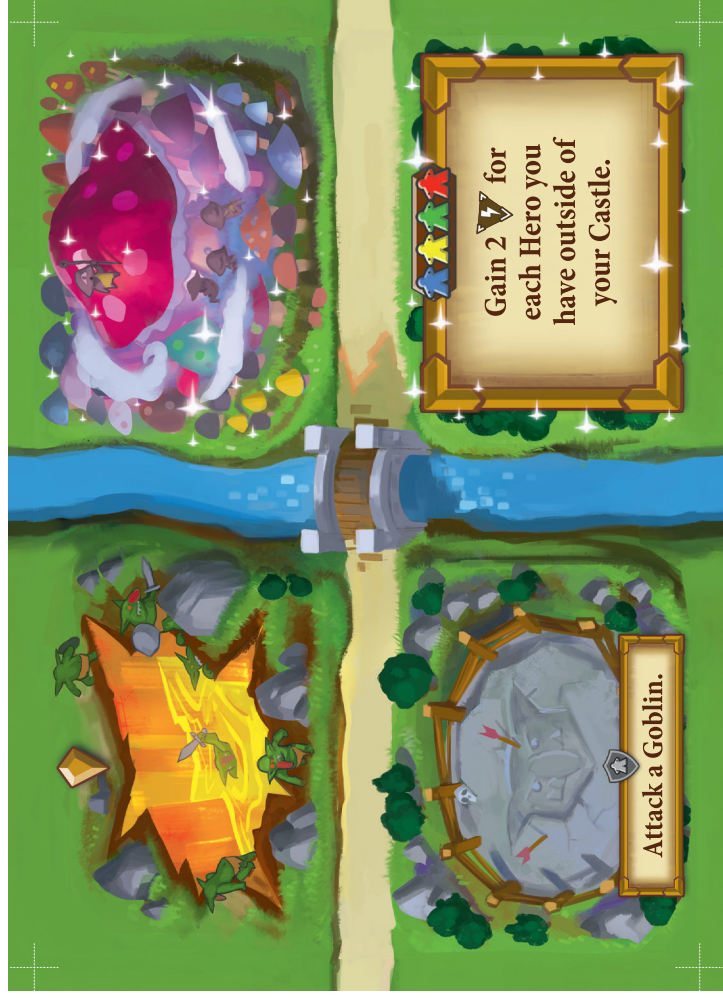


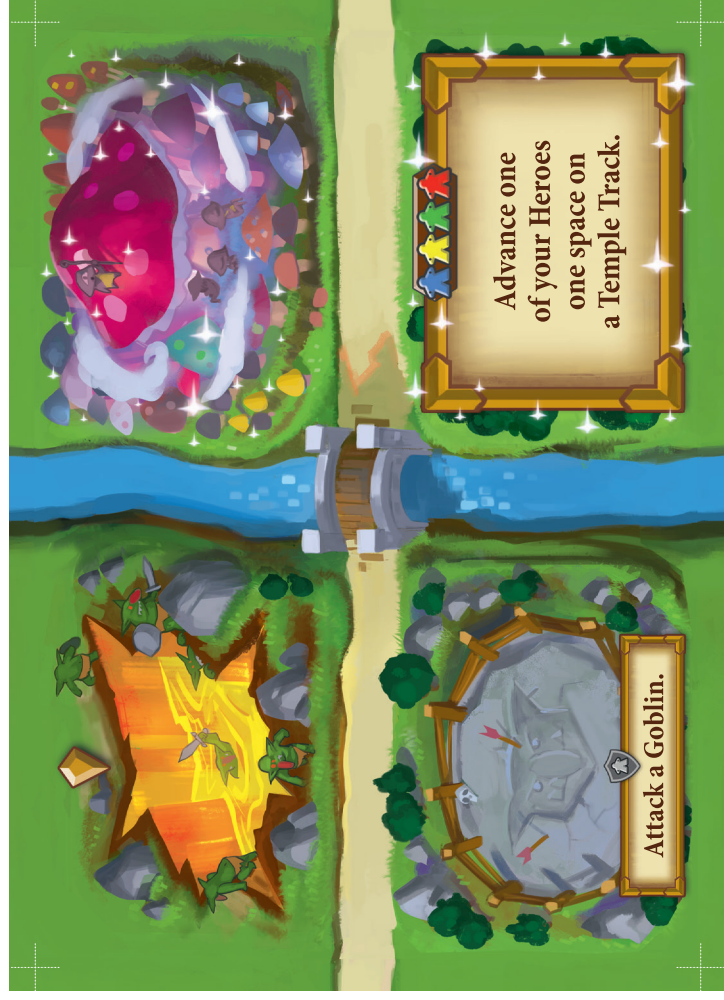
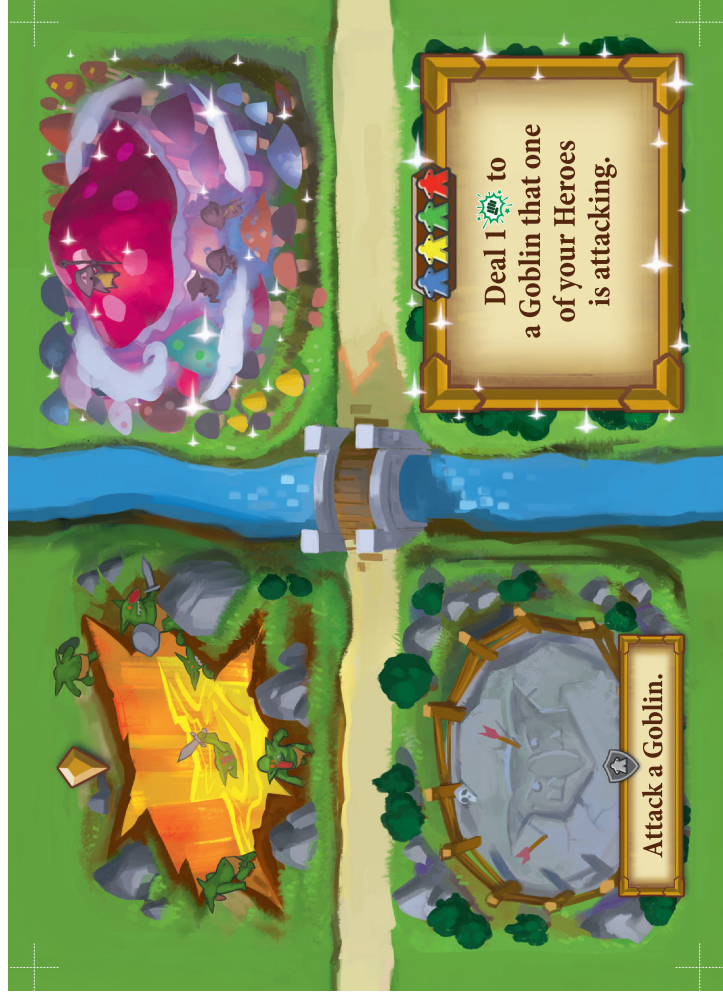


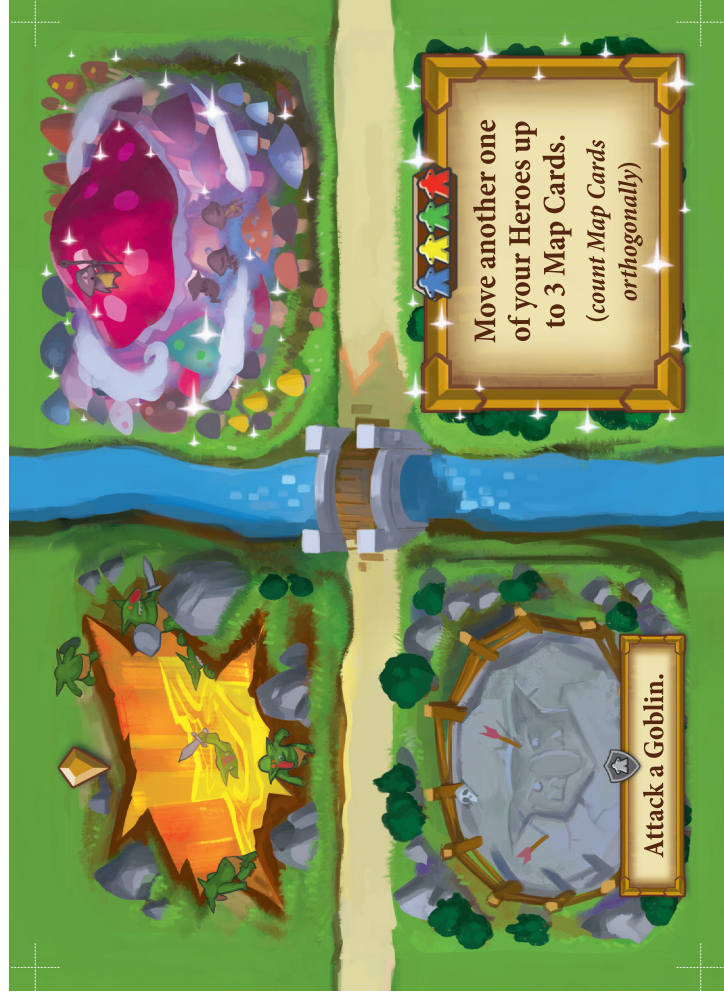
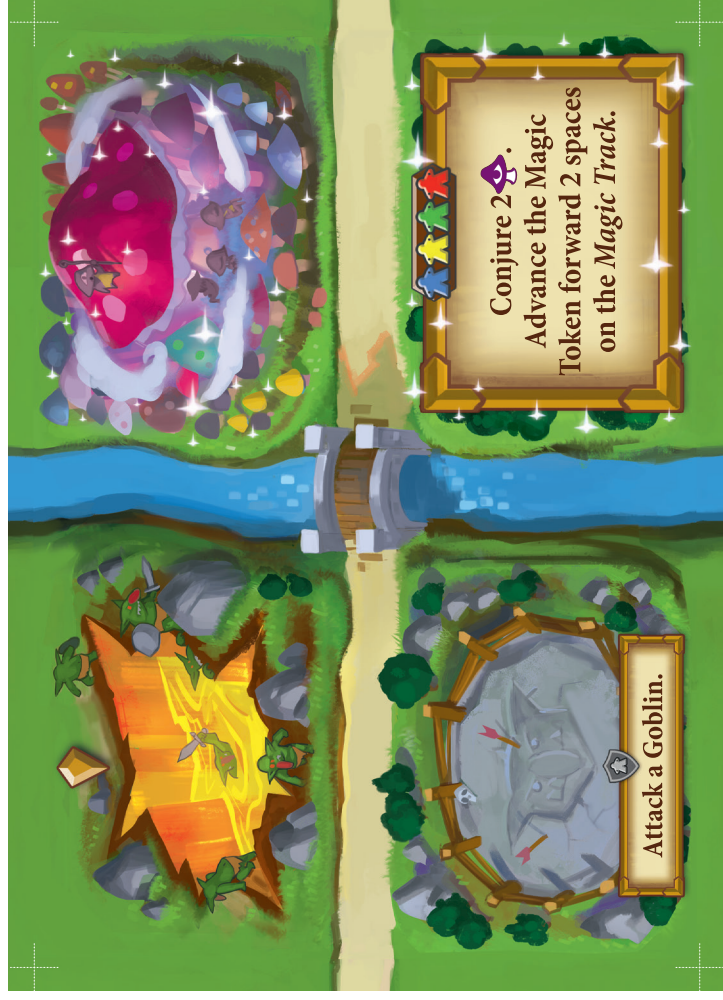




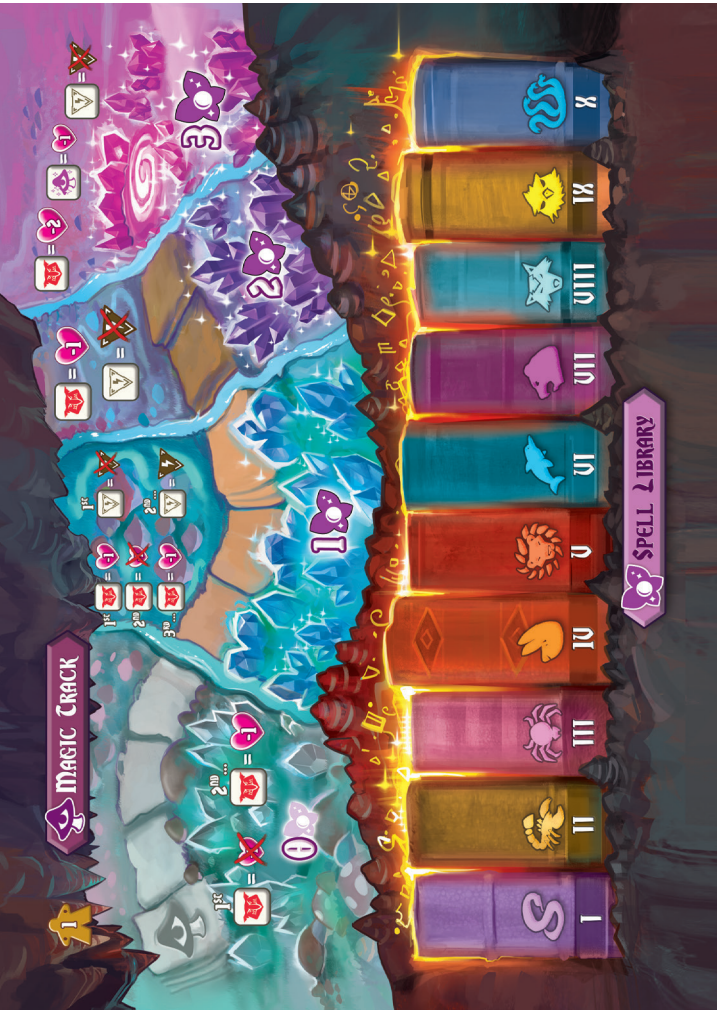














BATTLE THE TWIN KRAKENS

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 ♠.

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 ♡.

SWEEP OUT THE TEMPLES

TO COMPLETE THIS QUEST

Have all 3 of your Heroes on Temples.

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 ♠.





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♣.

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

Complete the Forest Temple.

EQUIP BOW

During Night, the equipped Hero may attack 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

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

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

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

Complete the Fire Temple.

EQUIP LANTERN

The equipped Hero only needs to spend 1 to advance 1 / instead of spending 2 .

DISCOVER LOST TREASURE

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

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

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



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Third:  Conjure Magic / Take Damage

In any order after:

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ADVENTURE



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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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By SHIP



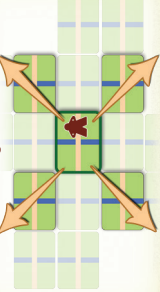
Coast to Any Other Coast




By GRYPHON



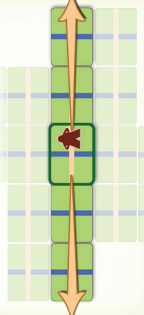
Diagonal



By HORSE



Horizontal on Road




By RAFT



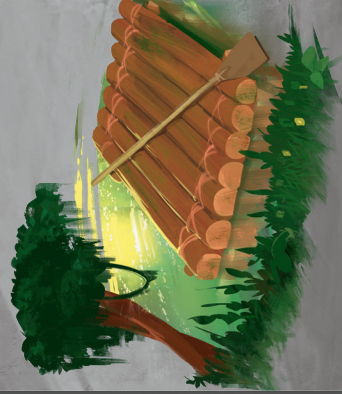
Vertical on River




By HORSE



By RAFT



By SHIP



By GRYPHON

