



12345678910

MAX 60
+1 per

During Night, Spend 2 : Advance 1 / . Defend 1 .

EQUIP SWORD	
	During Night, the equipped Hero gains +1 for each 1 spent.
	Spend only 1 to defend 1 .
EQUIP SHIELD	
	During Night, the equipped Hero conjures +1 for each 1 spent.
EQUIP STAFF	

COMPLETED QUESTS

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COMPLETED QUESTS



1 2 3 4 5 6 7 8 9 10

MAX 60
+1 per
♥

During Night, Spend 2 ♥:

Advance
1 ♣ / 1 ♠

Defend
1 ♠

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

MAX 60
+1 per
♥

During Night, Spend 2 ♥:

Advance
1 ♣ / 1 ♠

Defend
1 ♠

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

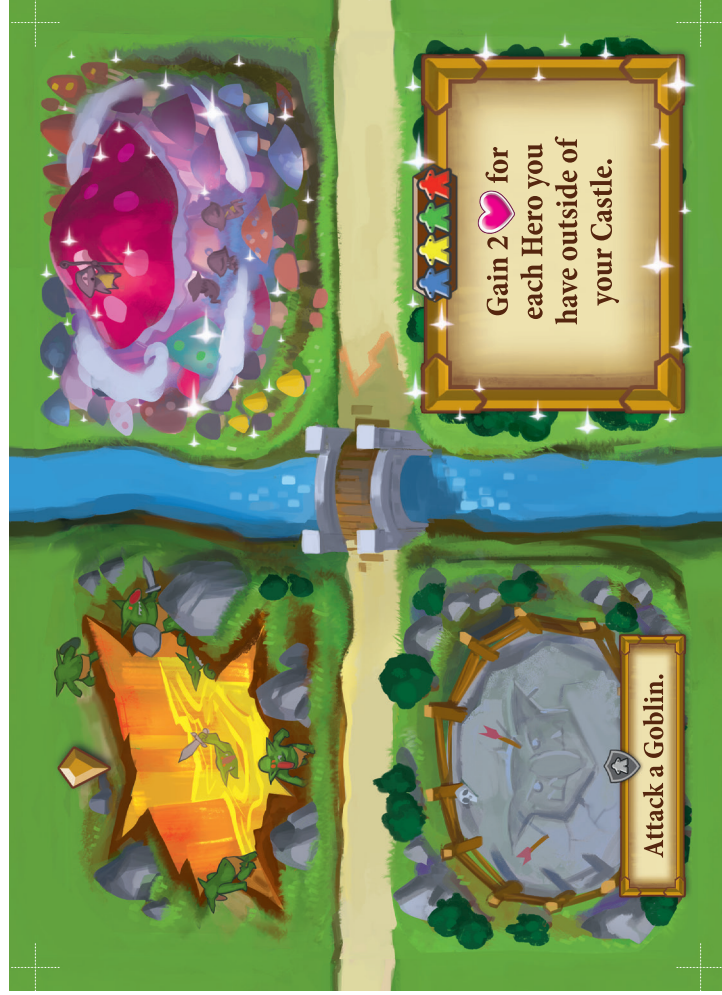
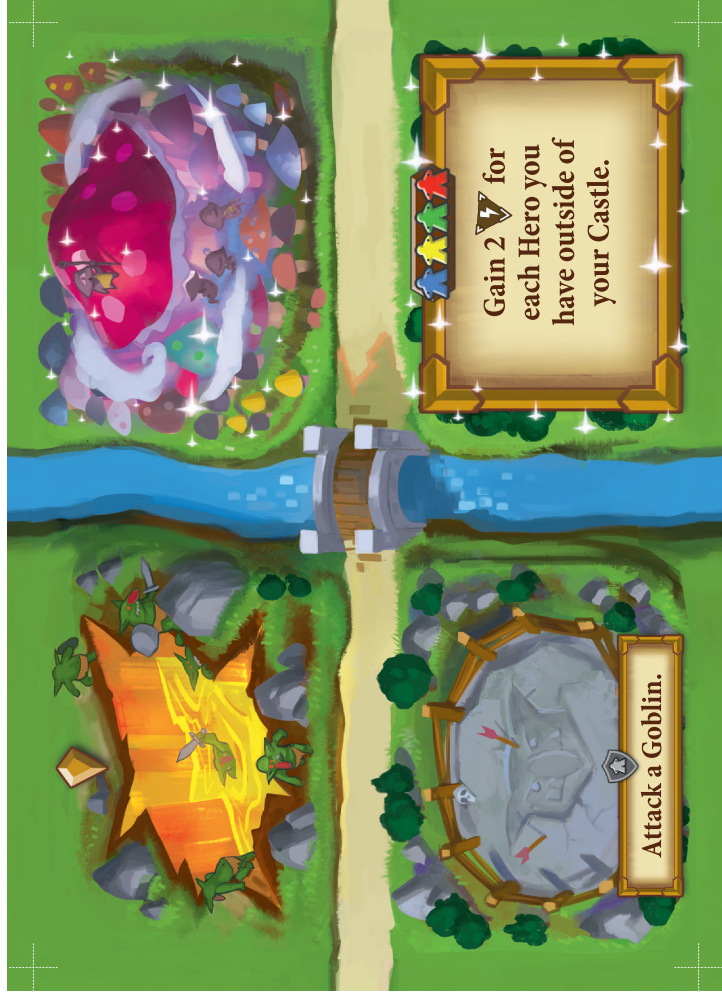


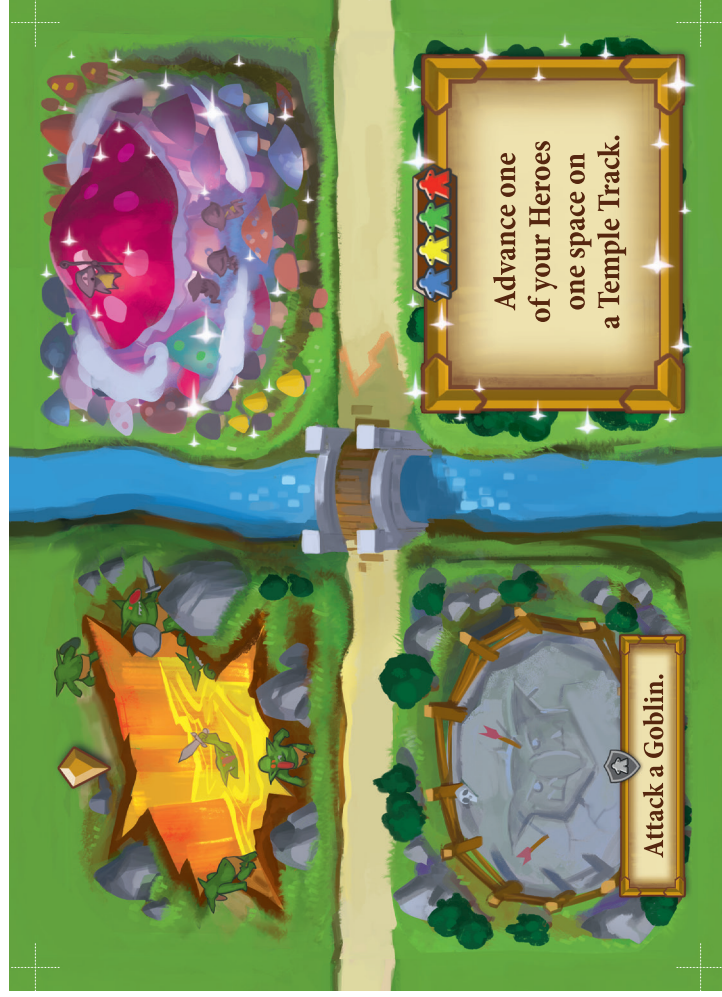
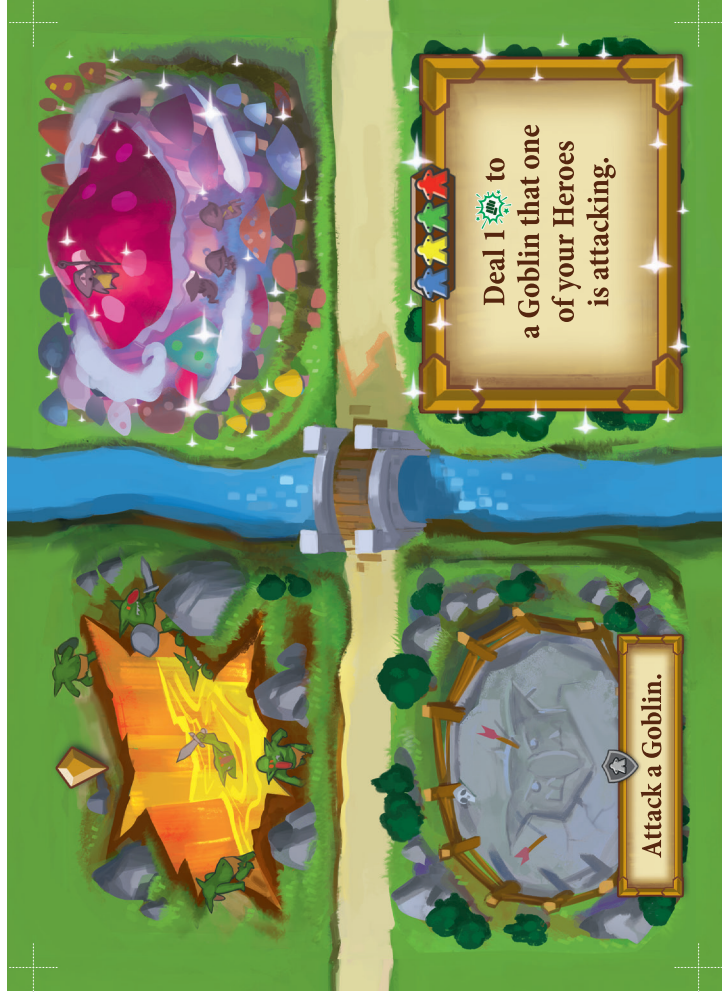


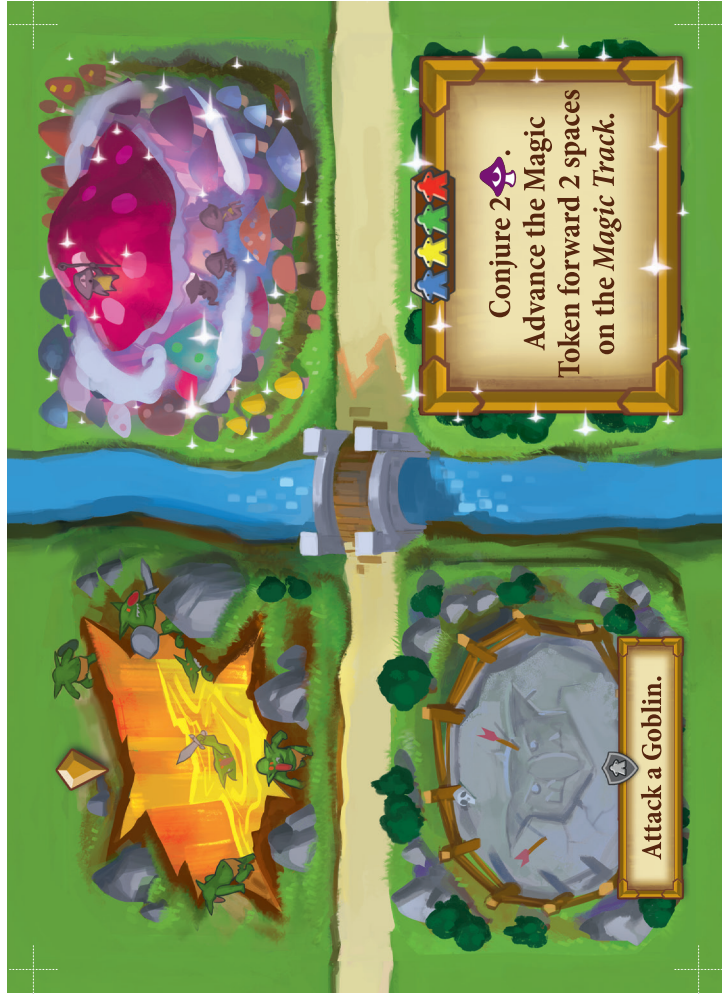




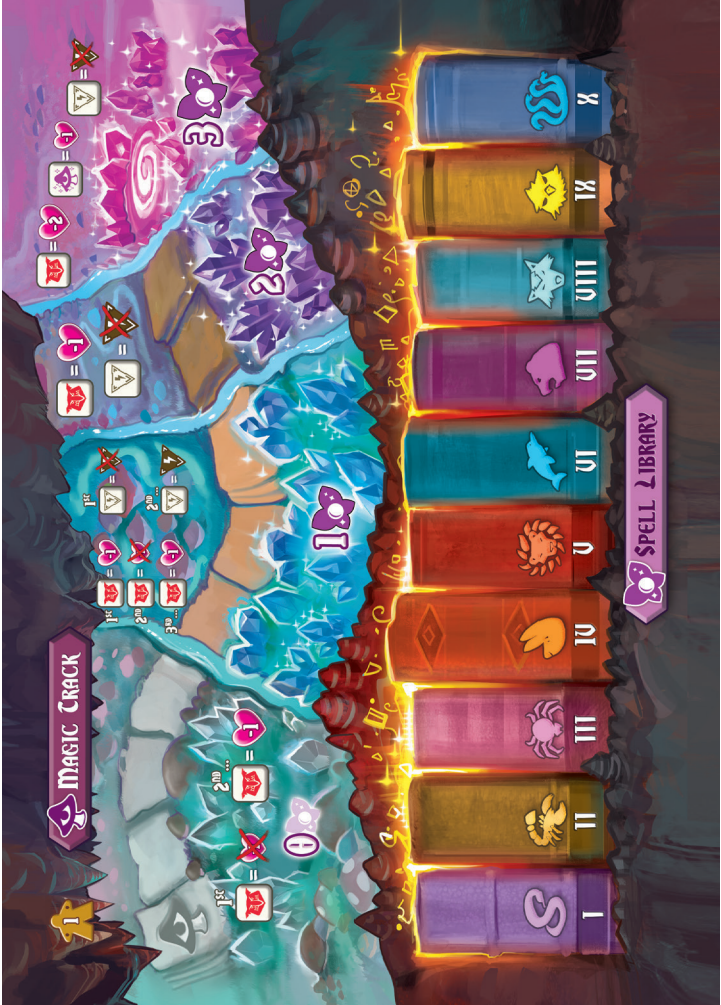














BATTLE THE TWIN KRAKENS

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 ♥.



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QUEST



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QUEST



epic

QUEST



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 ♠.



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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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QUEST




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QUEST





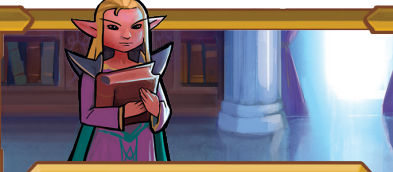
DEFEND THE INLAND REGION

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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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.



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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 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.



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epic QUEST



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 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 .










By Horse

Horizontal on Road

By Ship

Coast to Any Other Coast

By Raft

Vertical on River

By Horse

By Ship

By Raft



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)

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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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Adventure



First: Take Damage

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