



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.

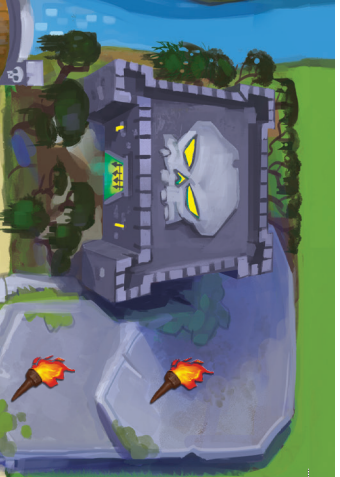
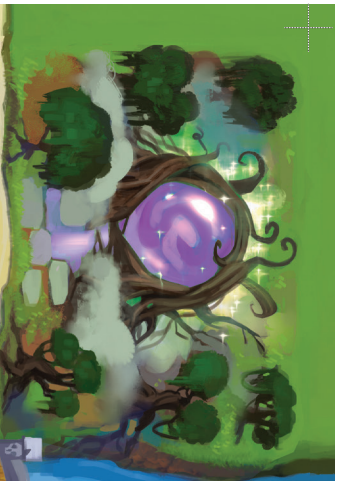


Learn the  Spell.

Explore the Shadow Temple.

Attack a Goblin.

Gain 2  for each Hero not along the Coast.



Learn the **8** Spell.

Explore the Shadow Temple.

Attack a Goblin.

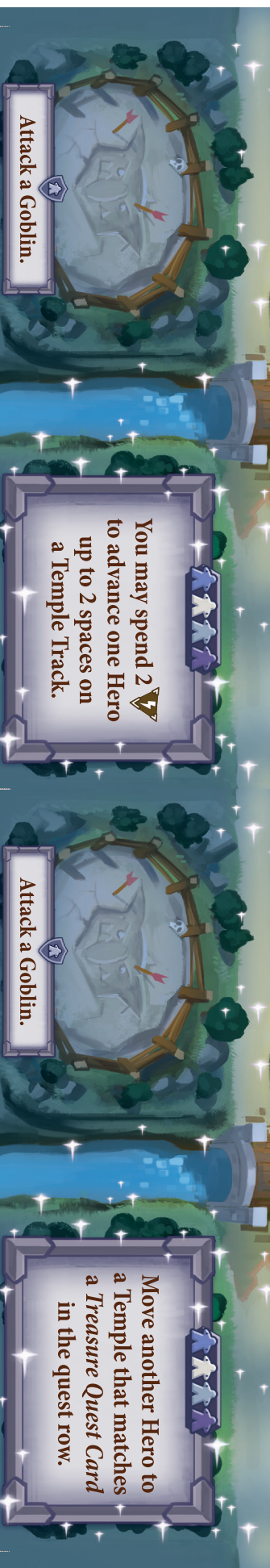
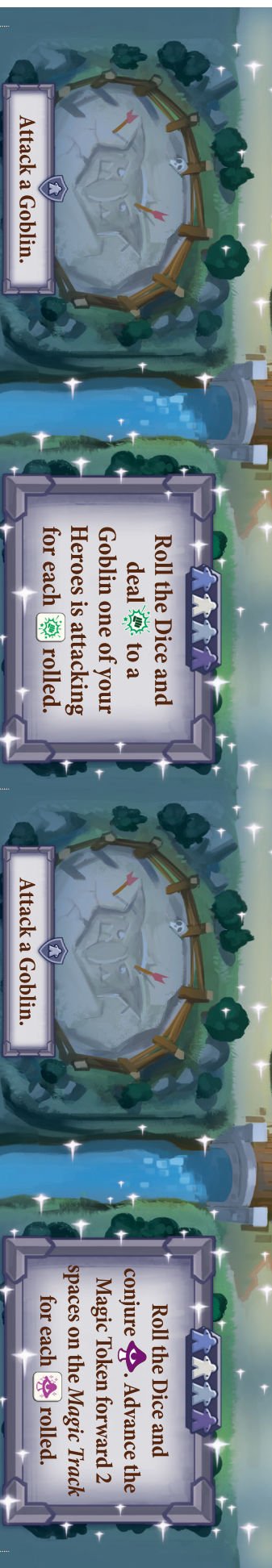
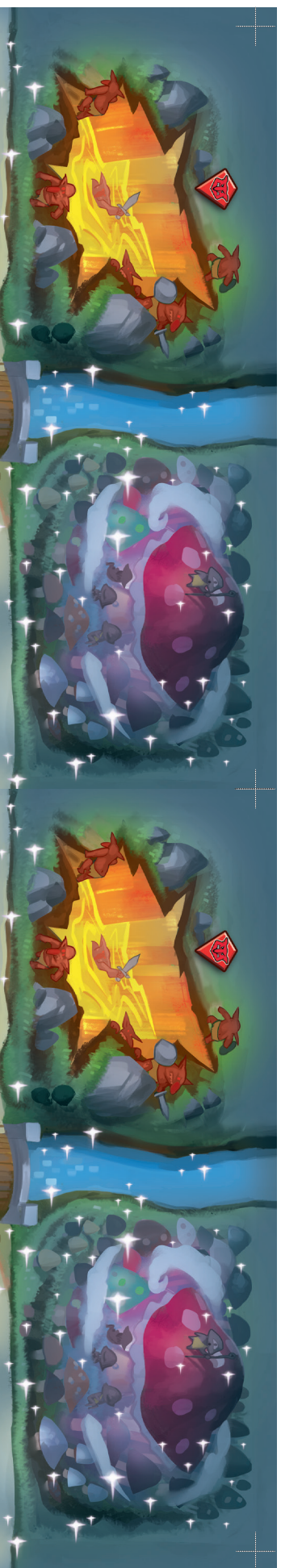
Gain 2  for each Hero you have outside of your Castle.



Learn the **8** Spell.

Explore the Desert Temple.



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.

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

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

Attack a Goblin.

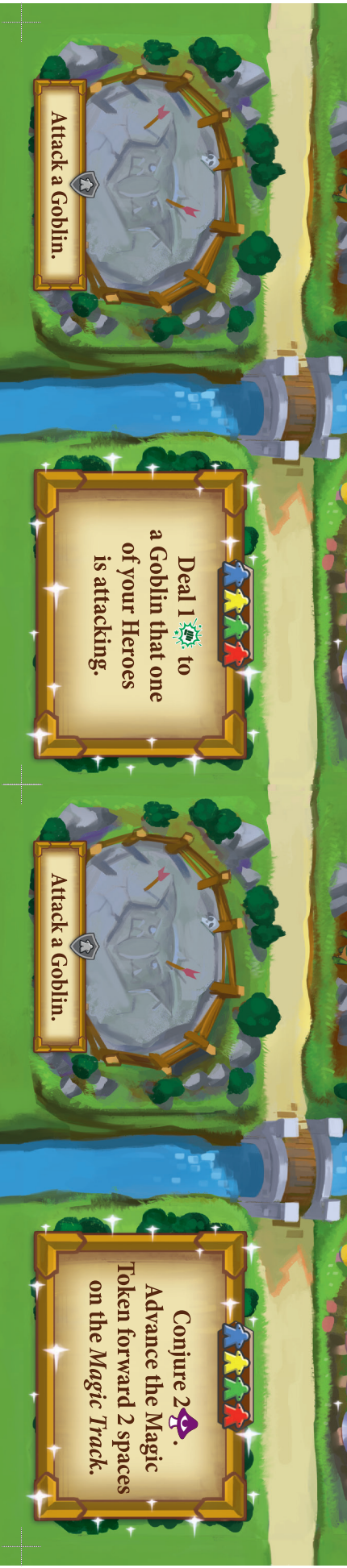
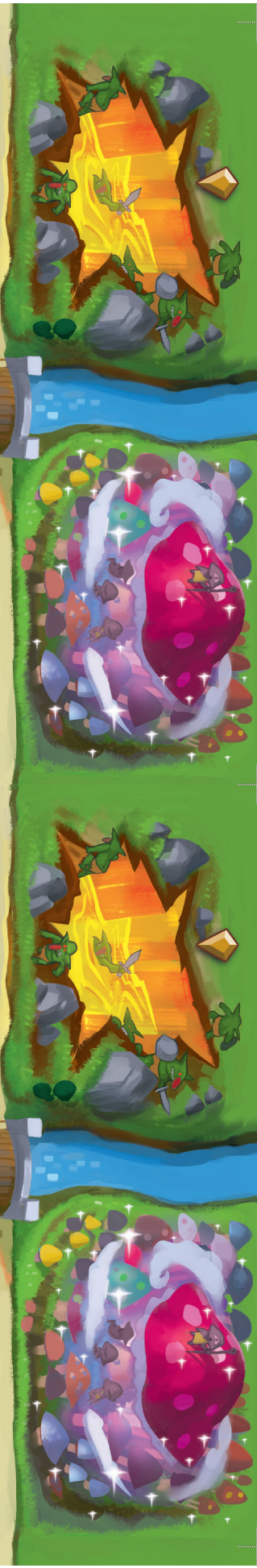
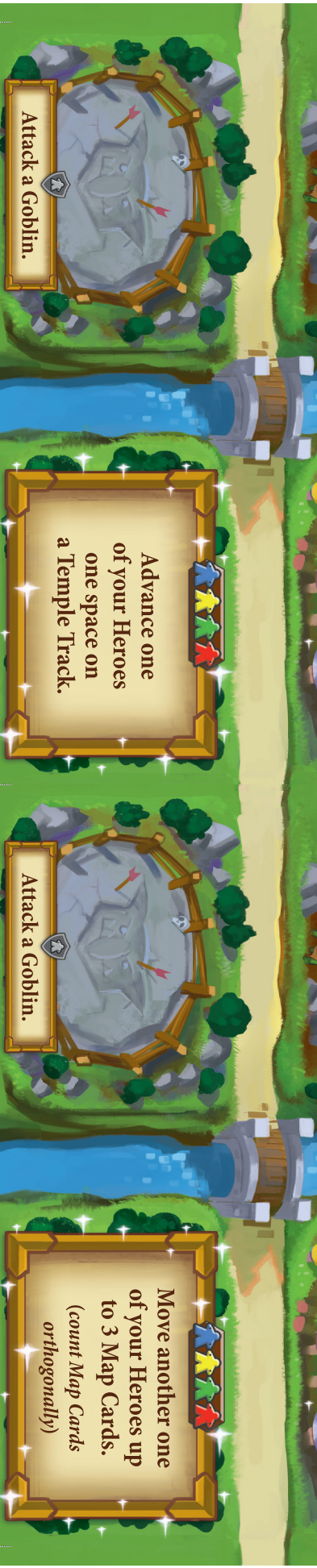
Move another Hero to a Temple that matches a *Treasure Quest Card* in the quest row.

Attack a Goblin.

Attack a Goblin.

Attack a Goblin.

Attack a Goblin.



Attack a Goblin.

Attack a Goblin.

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

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

Attack a Goblin.

Attack a Goblin.

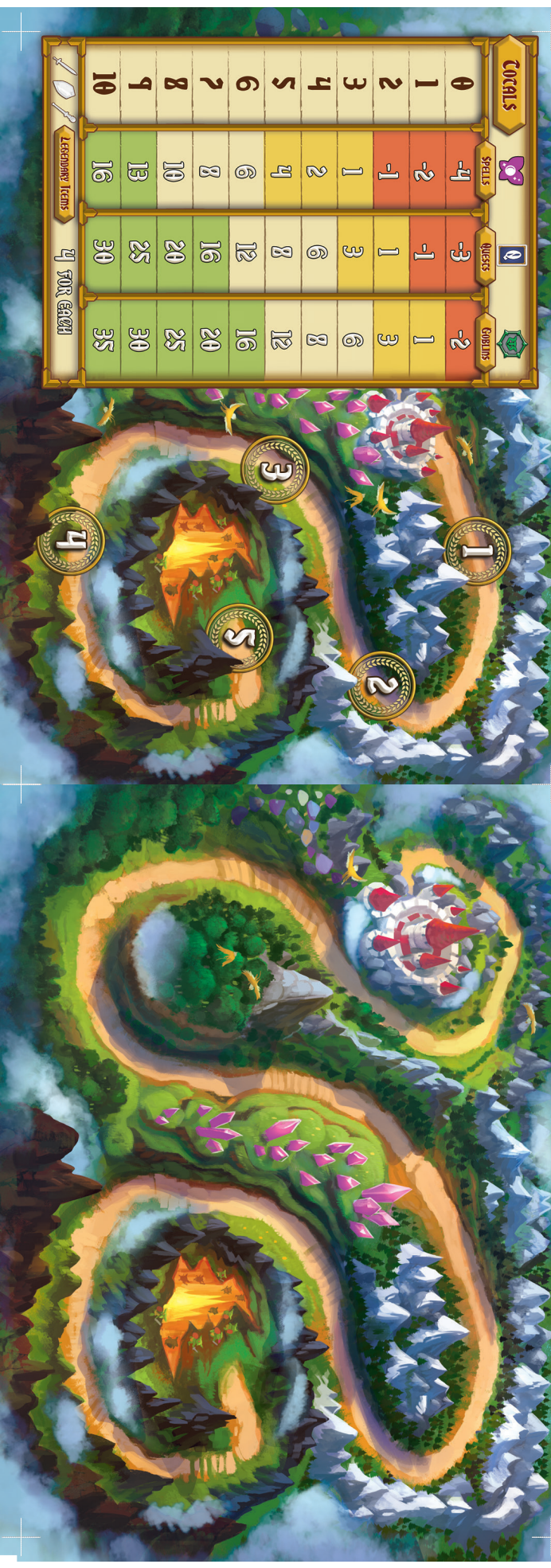
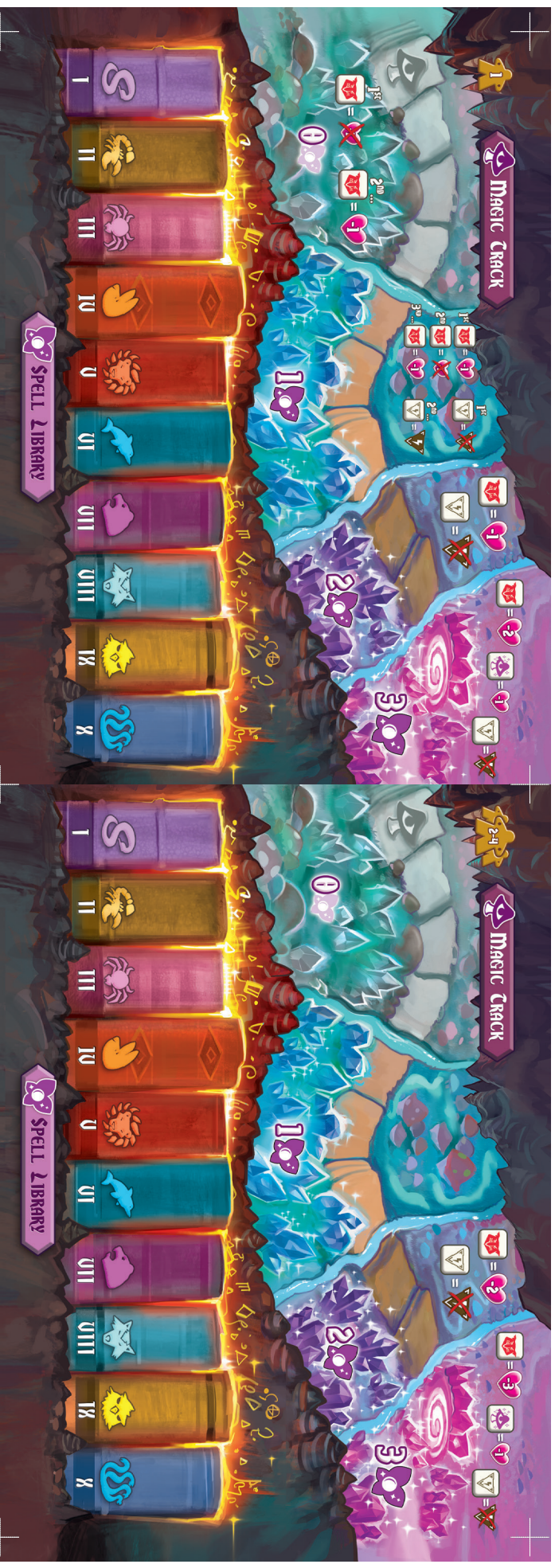
Move another one
of your Heroes up
to 3 Map Cards.
(count Map Cards
orthogonally)

Conjure 2.
Advance the Magic
Token forward 2 spaces
on the Magic Track.

FACE

THIS PAGE ONLY

BACK



FACE

THIS PAGE ONLY

BACK

By Horse



By Ship



By Foot





By Gryphon



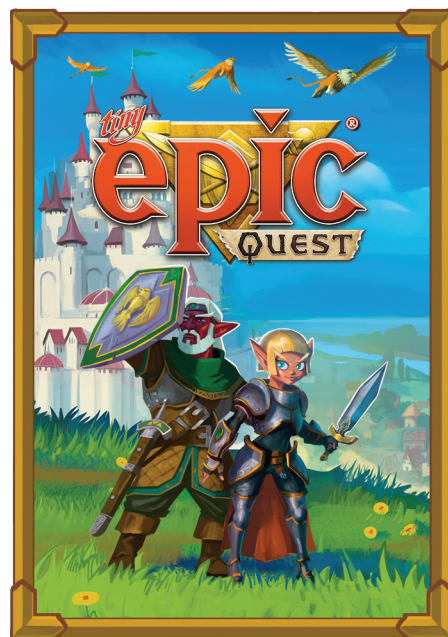
By Raft



Attack a Goblin.

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







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 ♠.



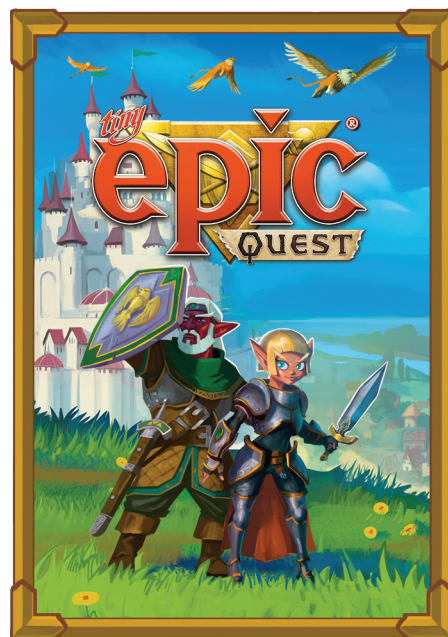
LIGHT THE CURSED BEACONS

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 ♠.





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 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

ADVENTURE

First:  Take Damage

Second:  Gain Power

Third:  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 FLUCE

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:  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)







