

Player Board

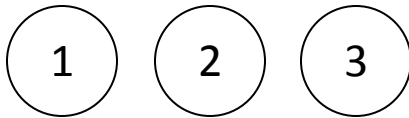
Actions

1. Move
2. Explore
3. Discover
4. Pickup/Place/Use Secret
5. Interact with Quest

Starting Actions Per Turn: 3
Starting Carry Capacity: 4

Inventory

Bufs



Player Board

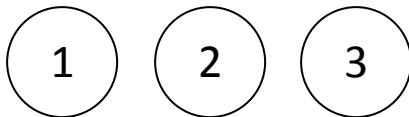
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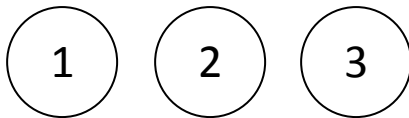
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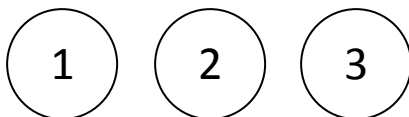
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1

2

3

0	1	2	3	4	5	6
19	<div><div>Player Injury: 10 Farm: 10 Farm on Farmland: 6 Trade with Ally: 6 Hire Mercenaries: 10</div></div>					7
18						8
17						9
16	15	14	13	12	11	10

Quest: Tug of War

Quest Start

Find the Killer Camp Tile and Ally Camp Tile of this quest and warriors for both camps. Roll for a random non-lake, non-quest, tile (D6) and place it on the tile you are exploring. Place both warriors on the tile but place no secrets. Place the Killer Camp Tile 3 tiles away from the battlefield to the left and the Ally Camp 2 tiles away from the battlefield to the right.

Update

Roll a D6. Basic results:

- 1-4: Killer Camp wins battle, move battle towards Allies
- 5-6: Ally Camp wins battle, move battle towards Enemies

Interaction

1 Supply + 1 Action at Ally Camp to improve roll by 1 for the Ally Camp in the next battle. Does not stack.

Start and fight in next battle to improve roll by 1 for Ally Camp in the battle. Become injured if battle is lost.

Goal: Help Ally Camp win the war

Win War: 1 Key and access to the Ally Tribe to Hire Mercenaries

Lose War: Key and Ally Camp are destroyed

Quest: Trade War

1 2 3 4

4 3 2 1

Quest Start

Find the Killer Camp Tile and Ally Camp Tile of this quest and warriors for both camps. Place the Ally Camp Tile as the tile you are exploring and the Killer Camp Tile as the nearest available empty tile to the Ally Camp. Place the warriors on their camp's tile.

Update

Roll a D6. Basic results:

- 1-4: Killer Camp wins battle, reduce Ally health by 1
- 5-6: Ally Camp wins battle, reduce Enemy health by 1

Interaction

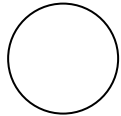
1 Supply + 1 Action at Ally Camp to improve roll by 1 for the Ally Camp in the next battle. Does not stack.

Start and fight in next battle to improve roll by 1 for Ally Camp in the battle. Become injured if battle is lost.

Goal: Help Ally Camp win the war

Win War: 1 Key and access to the Ally Tribe to Trade

Lose War: Key and Ally Camp are destroyed



Quest: Fountain of Prosperity

Quest Start

Find the Stealer Camp Tile and Fountain Tile of this quest. Place the Stealer Camp in the location being explored. Roll for 6 random non-quest tiles (D8) and shuffle them together with the Fountain Tile. Place one tile, face-down, 5 spaces away from the Stealer Camp in un-explored territory. Arrange the other 6 tiles, face-down, around that tile in a circle. Place a raiding party on the Stealer Camp.

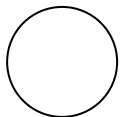
Update

Raiding party explores and moves two spaces towards the fountain area, explores the Fountain area for the Fountain Tile when it arrives.

Interaction

Move onto the Fountain Tile first to win the quest.
Hire a Mercenary to delay the raiding party.

Goal: Find the Fountain Tile and move onto it before the Raiding Party does
Player finds Fountain: 1 Key and 1 Secret of choice from the box
Raiding Party finds Fountain: Fountain and Key destroyed



Quest: Ancient Tomb

Quest Start

Find the Stealer Camp Tile and Tomb Tile of this quest. Place the Stealer Camp in the location being explored. Place the Tomb Tile 5 spaces away adjacent to an explored tile. Place a raiding party on the Stealer Camp.

Place 3 random Secrets from the box on this Quest Board.

Secrets

1

2

3

Update

Raiding party moves two spaces towards the Tomb.
Raiding Party plunders the Tomb after being on the Tomb for 1 update.

Interaction

Hire a Mercenary to delay the raiding party.

Plunder the Tomb, Roll a D6:
1-2: Find nothing
3-5: Find Secret, if any remaining.
6: Find Key

Goal: Plunder the Tomb before the Raiding Party does
Win War: 1 Key and access to the Ally Tribe to Trade
Raiding Party plunders Tomb: Key and any remaining Secrets are destroyed

Quest: Roaming Gang

Quest Start

Find the Roaming Gang Tile and place it in the location being explored. Place the Roaming Gang on the tile.

Rage

Once the Roaming Gang comes off of being subdued, it becomes enraged. If the Exit Tile is found, the Roaming Gang becomes enraged.

An enraged Roaming Gang moves twice per update and cannot be subdued.

Update

Move the Roaming Gang 2 spaces in a random direction. Roaming Gang disrupts the tile it ends its movement on. If enraged, Roaming Gang moves twice and disrupts both tiles on which it ends its movement.

Interaction

Attack the Roaming Gang, Roll a D6:

1-2: You are Injured

3-4: Stalemate

5-6: You subdue Roaming Gang

Goal: Subdue the Roaming Gang and steal the Key

Subdue Roaming Gang: Roaming Gang does not move for 2 updates, first subdue grants you 1 Key

Exit Tile found: Key is destroyed, can no longer subdue Roaming Gang

Quest: Dragon's Lair

Quest Start

Find the Dragon Lair Tile and place it in the location being explored.

Inventory

Update

The Dragon attacks a random camp that contains Secrets and steals 2 Secrets from it. Attacks and returns immediately.

Interaction

Attack the Dragon, Roll a D6:

1-4: You are Injured

5: Stalemate

6: You steal 2 Secrets from the Dragon

Each additional player improves the rolls by 1.

Goal: Steal the Key from the Dragon

Steal: Pick 2 Secrets from the Dragon's Lair and put them in your inventory

Quest: Disintegrating Ruins

Quest Start

Find the Ruins Tile and place it on the location being explored.

Update

Roll a D6:
1-2: Ruins lose 2 health
4-6: Ruins lose 1 health

Health

0	3		7	10
1	4	6	8	11
2	5		9	12

Interaction

Repair Ruins:
2 Supplies for 1 Health
1 Repair Kit for 2 Health

Goal: Repair the Ruins

Ruins Repaired: 1 Key and 1 Secret of your choice from the box

Ruins Destroyed: Key destroyed, becomes impassible terrain,
ruffians take up residence and tax players 1 Supply to move onto an adjacent tile

Quest: Sinking of Atlantis

Quest Start

Find the Atlantis Tile and place it on the location being explored.

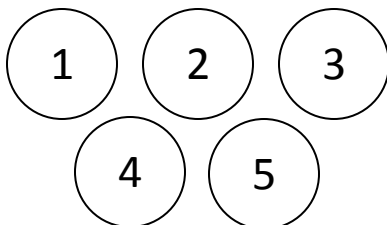
Update

Reduce height above sea level by 1

Sea Level

0	1	2	3	4
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Secrets



Interaction

1 Repair Kit or 2 Supplies to prevent the next sinking. Does not Stack.
2 Actions to search the Ruins, Roll a D6:
1-5: Rescue corresponding Secret, if any
6: Rescue Key

Goal: Rescue the Key before Atlantis sinks

Atlantis Sinks: The Key and any Secrets remaining are destroyed

This tile and 2 random adjacent tiles become Lake Tiles

Quest: Temple on the Volcano

Quest Start

Find the Volcano Tile and place it on the location being explored. Place 2 Secrets from the box onto the Quest Board.

Update

Reduce Eruption Counter by 1.

Eruption

0	1	2	3	4
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Priests

1	2	3
---	---	---

Interaction

Search for Temple, Roll D6:

1-4: Do not find Temple

5-6: Find Temple

Pickup Priest

Goal: Rescue the Priests before the Volcano erupts

Rescue Priest: Priests 1 and 2 each grant you a Secret, Priest 3 grants you a Key

First eruption: Remaining Priests and their rewards are destroyed, this tile becomes impassible by lava.

Additional eruptions: One random adjacent tile becomes impassible by lava.

Quest: Escape!

Quest Start

Find the Exit Tile and place it on the location being explored. All Enemy Camps and the Roaming Gang become enraged.

Interaction

Use Keys on the Exit to unlock it. You get Keys from completing quests that are not this one.

Keys Used

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Goal: Escape using the Keys you have collected

You will need all players and half of the Keys to escape.