

Another boardgame player aid by

UniversalHead

Design That Works.

Download a huge range of popular boardgame rules summaries, reference sheets and player aids at www.headlesshollow.com

Universal Head • Design That Works • www.universalhead.com

These sheets are intended only for the personal use of existing owners of the game for additional reference. Universal Head makes no claim whatsoever to the rights of the publisher and copyright holder, and does not benefit financially from these player aids. Artwork from the original game is copyrighted by the publisher and used without permission. This PDF may not be re-posted online, sold or used in any way except for personal use.

Game: WORLD OF WARCRAFT THE ADVENTURE GAME	v1 Feb 2009
Pub: Fantasy Flight Games (2009)	

Page 1: Rules summary front	v1 Feb 2009
Page 2: Rules summary back	
Page 3: Play reference front x2	
Page 4: Play reference back x2	

For best results, print on card, laminate and trim to size.



SETUP

Shuffle the double-sided **challenge cards** into 4 decks by color and place each into the matching **organizer**. Both sides of these cards may be looked at once they are in play. Shuffle the **elite quest deck** and place it next to the board. Place the **trophy cards** in a pile next to the board.

Place all **damage tokens** and **encounter markers** next to the board. Shuffle and place all **discovery tokens** facedown in a separate pile.

Each player rolls a combat die; whoever rolls highest is the **first player**. Starting with the first player and going clockwise, each player chooses a character and takes his **ability deck**, **character cards**, **figure**, **character tokens**, and one **bag** and one **quest log token**.

Each player starts with his **grey level character card** with its starting side faceup. The other character cards are used later in the game. Each player shuffles his character's **ability deck** and draws 3 cards from the top.

Shuffle the **starting quest deck** and deal 2 to each player. Beginning with the first player and going clockwise, follow any instructions on the quest. Remaining starting quests are returned to the box.

Starting with the first player and going clockwise, each player places his figure on one of the 3 **city spaces** on the board.

GAME TURN

On his turn, the player taking his turn plays through the following phases in order.

1. Movement

Roll the **movement die**; the result is the number of spaces you may move your figure and the amount of **energy** you may spend during this turn.

2. Exploration

You must resolve all **discovery tokens** in your space. If there are none, you must instead resolve one **resource** in your space.

3. Challenge

You must either resolve a **challenge** in your space or **attack** another character.

4. Maintenance

Maintain your quests; you may equip item cards.

MOVEMENT

Roll the **movement die**. You may then move your figure up to that many spaces. The die also dictates how much **energy** you will be able to spend this turn (the number of symbols). You **must** roll the movement die, at least to determine how much energy you have for the rest of your turn.

A **character may never enter a space of a color that is higher than his current level**. City spaces are always considered grey spaces.

EXPLORATION

Reveal *all* **discovery tokens** in your current space and then resolve them in the order of your choice. If there are none, you **must** choose one resource in your space (if there are any) to activate.

Each discovery either immediately resolves (red background) and is discarded (unless stated otherwise), or is retained for later use (green background).

You may not take advantage of resources in your space if one or more discovery tokens are present.

Discarded tokens are returned to the box. When the last token has been placed, all in the box are randomized and returned facedown to form a new pile. If there are none left at all, discoveries can no longer be placed.

CHALLENGE

If you are in a city, your challenge phase is skipped and you proceed directly to the maintenance phase.

During your challenge phase, you **must** do one of the following:

**Attack an enemy character in your space, OR
Resolve an encounter in your space**

If you choose to resolve an encounter, you must first determine if there is an existing encounter in your space, or if you need to draw a **challenge card**.

Existing Encounter or Event: If the space contains a **board encounter**, **undefeated encounter token**, or **event card**, you must resolve it instead of drawing a challenge card. You then either immediately engage in combat, or follow the printed special instructions.

Draw a Challenge Card: If the space does not contain a board encounter, or a card, you must draw and resolve a **challenge card**. Draw from the bottom of the challenge deck matching the color of your current space.

When an **encounter** is drawn, you must immediately battle it. If the encounter is defeated, you gain the item on the back of the card.

When an **event** is drawn, follow the instructions on the front of the card, then draw a new challenge card and resolve it. Repeat this process until you draw an encounter card.

When a challenge card is discarded, place it on the top of the appropriate challenge deck.

Special Powers

If 2 players have special powers used at the same time during a battle, the defender resolves his power first.

Some special powers activate when a character or encounter rolls a certain result with a combat die. These are **mandatory**, and automatically activated if such a result is rolled. Each triggered power can only be used once per combat. A [*] result is always considered a 6 unless otherwise specified.

Event Cards

When an event card is drawn, only the **front side** of the card takes effect. Each card specifies when it should be **flipped** and the text on the reverse takes effect.

If an event card becomes an item or an enemy when it is flipped, the character who flipped the card immediately gains the item, or immediately battles the encounter if it is his challenge phase.

If it is not his challenge phase, the encounter is placed on the board as an **undefeated encounter**.

Event cards are either:

Global Events These events often have an ongoing effect that usually impacts all characters. When drawn, they are placed faceup on the **global event space** of the board. Any global event card already in play is discarded.

Location Events Each location event instructs the active character to place it on a specific key location space of the board. The active character first discards any event card already on the specified space.

Any character who ends his movement in a space with a location event must resolve the event during his challenge phase instead of drawing a challenge card. If there is also an undefeated encounter marker on the space, the character may choose to resolve either the event or the encounter.

Special Events These unique instructions are usually immediately resolved by the active character.

MAINTENANCE

Perform the following steps, in order:

- 1. Quest Maintenance** If you have a quest that requires you to collect a token from, or travel to, your current space, you may now fulfill these conditions.
- 2. Equip Items** You may choose to equip or unequip any of your items. Unequipped items are placed in your bag.
- 3. Pass the Movement Die** Pass the movement die to the player on your left, who then begins his turn, starting with the movement phase.

WINNING THE GAME

Players complete quests and acquire valor points. **When a character has acquired 8 (or more) valor points in his quest log, he wins the game.**

If multiple characters acquire at least 8 valor points at the same time, use these tie breakers:

1. The most total valor points wins.
2. The most cards in a quest log wins.
3. The character of the highest level wins.

If multiple characters are still tied, they win the game together.

CHARACTER MANAGEMENT

Damage and Defeat

Each character has a **health value**. Whenever a character is dealt damage, he takes that number of damage tokens and places them on his character card.

When he **heals** damage, he removes damage tokens.

When your character receives a number of damage tokens equal to or greater than his health, he is immediately **defeated**.

These steps then occur, in order:

- 1. Resurrect** Your figure is moved to the city that is the fewest spaces away. If multiple cities are tied for closest, you may choose among them.
- 2. Heal** Discard all damage tokens from your character card.
- 3. Reset Character Card** Flip your character card to its starting side.
- 4. Discard Attached Cards** Discard all cards attached to your character card. Cards attached to your items are not discarded.

Levels

The 4 levels in order of *least to greatest* are **grey**, **green**, **yellow**, and **red**.

When your character gains a new **level**, immediately performs the following steps, in order:

- 1. Heal** Remove all damage tokens from your character card.
- 2. Draw Cards** Draw 3 ability cards from your ability deck.
- 3. Replace Character Card** Replace your current character card with the character card matching your new level (keeping the same side faceup).

The old card is returned to the box and is not used for the remainder of the game. Henceforth, use the statistics and powers printed on your new card, and all spaces on the board that match the color of your character become accessible.

Restrictions based upon a character's level:

- A character can only enter spaces color-coded to his level and lower.
- A character can only use items of his level and lower.
- A character can only use the improved text of his ability cards of his level and lower.

Any board encounter that awards a new level for defeating it includes a colored level-up arrow. A player receives no benefits by gaining a level he has already acquired.

Affiliation

A character's **affiliation** (*Horde* or *Alliance*) is determined by the colored background of his ability cards: red ability cards are Horde, while blue ability cards are Alliance.

A card may specifically target a Horde or Alliance character; otherwise affiliations have no effect.

Quests

By completing **quests**, a character acquires the valor points needed to win the game. The following terms are often used on quest cards.

Travel In order to qualify as having traveled to a space, a character must be in the indicated space during the maintenance phase of his turn.

Collect In order to collect a token, a character must be in the space containing the token during the maintenance phase of his turn. He then takes the token off of the board and places it on his quest card.

Deal Damage and Defeat In order to qualify for this, the damage must be dealt by a card belonging to the character attempting to complete the quest, or during a combat between this character and his target.

If quests instruct that **character tokens be traded** among different characters, these tokens are usually collected during the active character's maintenance phase if he is in the same space as his target.

A character's quest log and valor total may be examined by any player at any time.

When you fulfill all of the conditions on one of your quest cards, it is completed.

- 1. Log Quest** The completed quest is placed under the character's **quest log token**.
- 2. Draw New Quest Card** Draw the top card of the **elite quest deck**, follow its instructions, and place it in front of you.

Items

Cards with the **weapon** or **armor** keyword must be *equipped* in order to use their game text, while **bag** items may be used while under your bag token.

When you defeat an encounter, you gain the item on the back of the encounter card and place it under your bag token.

If you are instructed to gain an item of a particular level, draws the bottom card of the challenge deck of that level and places the item under your bag. If the card does not have an item on its back, discard it and draw again (repeating until an item is drawn).

Discarded challenge cards are placed on the top of the appropriate challenge deck.

During your maintenance phase, you may **equip** (and **unequip**) items. Place the card adjacent to your character card to signify you are using it. To **unequip** an item, place it under your item bag.

You may only have **one weapon and one armor** item equipped at any time; **may not equip bag items and you may never equip or use an item that is higher than your current level.**

You may only equip a weapon or armor item if all of the icons on the item appear on your character card. Items without icons may be equipped by any character.

Any items not equipped are placed in your **bag** (placed under your bag token). You may have any number of items in your bag, but be aware that opponents can steal these items (equipped weapons and armor cannot be stolen).

Items have a **bag symbol** in their upper left corner can may be used while in your bag. Any card without this icon cannot be used while in your bag.

Weapons and Armor

An equipped **weapon item** *replaces* the attack value printed on your character card.

Each weapon also has an attack type, **melee** or **ranged**, which replaces the attack type printed on the card and is used during combat.

An equipped **armor item** *replaces* the defense value printed on your character card.

Most weapons and armor also have a special power that may be triggered during battle.

Potion Icons

Any item can be discarded as a **potion** for an immediate benefit as follows:

Health Potion: Discard during your movement phase to heal 1 damage.

Mana Potion: Discard to reduce any energy cost by 1.

Swiftess Potion: Discard during your movement phase to increase your rolled movement value by 1.

An item with more than one potion icon allows its owner to choose any *one* of the depicted potions to use. You may use any number of potions at a single time.

Ability Cards

Players are limited to 10 ability cards in their hand. After an ability card has been played and resolved, it is discarded faceup to a discard pile. When a character's deck runs out, his discard pile is shuffled to create a new ability deck.

The number of **energy icons** in the top-right corner indicates how much energy the ability costs to use. If there are none, it may be played for zero energy. Unspent energy is lost at the end of a character's turn.

An icon on each ability card denotes when it may be played: *movement phase, combat, and special.*

If 2 characters wish to use ability cards at the same time during combat, the defender play all cards first, followed by the attacker. If there are multiple characters wishing to play cards at the same time outside of combat, the active character the order they are resolved.

Each character may only play one copy of each ability card during a single turn.

Keywords

"Cancel!" Effects When an **ability** card is canceled, it is immediately discarded and its text does not take affect.

When a **battle** is canceled, it immediately ends regardless of which step the battle is currently in. Neither combatant takes damage, and no characters or encounters are defeated.

"Attach" Effects When a card is attached to a character, it is placed faceup next to his character card. Some abilities can be attached to other cards (such as items). Attached cards have an ongoing power and remain in effect until either the attached card, or its target, is discarded or defeated. If the target of an attached card is discarded or defeated, the attached card is discarded.

"Improved" Effects Cards which become more powerful as a character gains levels are represented on the card by the word **Improved** and a color. The color is the minimum level the character must have attained to use this section of the card and use the improved text, in addition to the rest of the card.

Weapon Replacement Abilities

Cards that state *Play instead of using a weapon during battle* have a combat value and combat type listed in the upper right corner and are played before rolling combat dice.

A character using one of these cards must use the attack value and type on the card, ignoring the attack values and types on his character card and equipped weapon. Any game text on his equipped weapon is also ignored unless the item specifically affects the owner's ability cards.

COMBAT

Ranged and Melee Attacks

Each character and encounter either has a **ranged** attack type or a **melee** attack type, as indicated by the icon on his card. A character with an equipped weapon must use the weapon's attack type instead of the one on his character card. Depending upon the type, the combatant's attack takes place in either the ranged or melee combat step.

A combatant with a ranged attack has a chance to deal damage before an enemy that has a melee attack.

Combat with Encounters

The character is always assumed to be the **attacker** while the encounter is always assumed to be the **defender**. Perform the following steps in order:

- 1. Roll Combat Dice** Take the red combat die, while the player to your right takes the black combat die. Both players simultaneously roll combat dice.
Each combatant uses his roll to perform either a ranged attack or a melee attack, as dictated by his card or equipped weapon. Special powers may be triggered.
- 2. Trigger Special Powers** Should the encounter have a special power triggered by the black combat die result, this effect is resolved first. Then, resolve any special powers triggered by your die result. Each special power may only be triggered once per combat.

3. Ranged Combat *If one or both combatants have a ranged attack.*

If a combatant's attack type is **ranged**, he adds his combat die result to his **ranged attack value**. If this sum is equal to or greater than his opponent's defense value, his attack hits, and he deals the amount of damage equal to his damage value. If the sum is lower than the target's defense, the attack does not hit.

After ranged attacks have been resolved, if you suffered damage equal to, or exceeding, your health value, you are defeated. If the encounter card or a game board encounter suffered at least one damage, then it is defeated. If both combatants have ranged attacks, it is possible for both to be simultaneously defeated.

4. Melee Combat *If both combatants survive the ranged combat step, proceed to the melee combat step.*

If a combatant's attack type is **melee**, he adds his combat die result to his **melee attack value**. If this sum is equal to or greater than his opponent's defense value, his attack hits, and he deals an amount of damage equal to his damage value.

After melee attacks have been resolved, any character who suffered damage equal to, or exceeding, his health value is defeated. If an encounter card or a game board encounter has suffered at least one damage, then it is defeated. If both combatants have melee attacks, it is possible for both to be simultaneously defeated.

5. End of Combat *There are 4 possible outcomes:*

Encounter is Defeated, Character is Not Defeated: You receive the item on the back side of the encounter card and places it under your bag token or, if the defeated encounter was a game board encounter, you receive the reward described.

Neither Combatant is Defeated: Place the encounter card on the undefeated encounter track and place the undefeated encounter marker of the corresponding number on the space where the combat occurred.

Character is Defeated, Encounter is Not Defeated: Follow the rules for defeated characters, then place the encounter on the undefeated encounter track and place the undefeated encounter marker of the corresponding number on the space where the combat occurred.

Both Combatants are Defeated: Discard the encounter card and follow the rules for defeated characters.

Special Powers in Combat

To use a special power, follow any timing instructions, and then gain any ability the power provides. Any powers that are triggered during combat last until the end of the combat.

Combat Against Another Character

When you are in a space containing one or more other characters, you *may* attack one of them in your encounter step (unless you are in a city).

Combat against another character is resolved in the same way as combat against an encounter. It is always a single exchange, where each combatant makes, at most, one attack.

The active character is always considered the **attacker** while the other character is the **defender**.

If a character is attacked by an opponent's character, he, as the defender, receives **one energy** to spend in that battle.

The attacker rolls the red die and the defender rolls the black die. If both players have a special ability they wish to activate at the same time, the defender always resolves his first.

There are 3 possible outcomes:

One Character is Defeated: The survivor may immediately take one item of his choice from under the opponent's bag token (if any). The loser follows the rules for defeated characters.

Both Characters are Defeated: Neither player claims any items. Starting with the defender, each character follows the rules for defeated characters.

Neither Character is Defeated: Neither player claims an item.

UNDEFEATED ENCOUNTERS

When a character fails to defeat an encounter in combat, the encounter card is placed on any empty slot of the undefeated encounter track. The encounter marker with a matching number is then placed on the board space where the battle occurred.

Normally it is placed with its *yellow* side faceup, but if it represents an encounter card with the **Aggro** trait, place it *red* side faceup.

If every slot of the undefeated encounter track is full, the encounter marker located the fewest number of spaces away from the new encounter is discarded (along with its corresponding card) and the new encounter is placed on the newly emptied slot.

If there is more than one encounter marker the same number of spaces away, the active player decides which one to discard.

Aggro Effects on Characters

A character in the same space as an **Aggro** encounter marker may not move out of the space. He must stop moving when he enters the space, and may not leave the space while it remains.

A character *must* always choose to fight an encounter that corresponds to an Aggro encounter marker in his space during his challenge phase, if able.

TROPHY CARDS

When a player completes the requirements for a board encounter that rewards valor points, he searches the **trophy deck** for the corresponding card and places it under his quest log.

There are a limited number of trophy cards, and if a specified card runs out, there is no longer a reward for completing the corresponding game board encounter.

Some trophy cards can only be acquired once by each character.

OTHER RULES

Randomly discarding items

If a character must randomly discard an item, the player collects all appropriate item cards, conceals them, shuffles them, and selects one without looking.

Instructions to discard an item without specifically saying *from the character's bag*, must discard an item from among those in his bag *and* equipped items.

Component Limitations

Players are not limited by the tokens supplied in the game. If a challenge deck runs out of items when a player is required to draw one, then he cannot execute the ability.

In addition, if a player draws every card in the challenge deck without finding an encounter, his challenge phase ends.



GAME TURN

1. Movement

Roll the **movement die** to determine the number of spaces you may move your figure and the amount of **energy** you may spend this turn.

2. Exploration

Resolve all **discovery tokens** in the space. If there are none, instead resolve one **resource** in the space.

3. Challenge

Either resolve a **challenge** in your space or **attack** another character. In a city, skip this phase.

4. Maintenance

Maintain quests and equip or unequip items.

MOVEMENT

A character may never enter a space of a color that is higher than his current level. City spaces are always grey.

EXPLORATION

Reveal *all* **discovery tokens** in your current space and then resolve in the order of your choice. If there are none, you *must* activate one resource in the space.

CHALLENGE

Existing Encounter or Event: If the space contains a **board encounter**, **undefeated encounter token**, or **event card**, resolve it.

Draw a Challenge Card: Otherwise, draw and resolve a **challenge card** from the bottom of the matching deck.

An **encounter** must be immediately battled.

An **event** is resolved then draw a new challenge card and resolve it. Repeat until you draw an encounter card.

Global Events are placed faceup on the **global event space** of the board. Any card already in play is discarded.

Location Events are placed on a specific key location space; first discards any event card already there.

COMBAT

1. Roll the Red Die Defender simultaneously rolls the black die. Perform a **ranged attack** or a **melee attack**, as dictated by card or equipped weapon.

2. **Trigger Special Powers** Defender effect resolved first, then attacker. Each power may only be triggered once.

3. **Ranged Combat** *If one or both have a ranged attack.*

4. **Melee Combat** *If both survive the ranged combat step, proceed to this step.*

Add combat die result to **melee or ranged attack value**. If equal to or greater than opponent's defense value, damage is dealt equal to damage value.

A character with damage equal to his health (or 1 for an encounter) is **defeated**. Combatants with the same type of attack can be simultaneously defeated.

5. **Encounter is Defeated, Character is Not Defeated:** Receive the item or reward.

Neither Combatant is Defeated: Place the encounter on the undefeated encounter track.

Character is Defeated, Encounter is Not Defeated: Character is *defeated*, then place the encounter on the undefeated encounter track..

Both Combatants are Defeated: Discard the encounter and characters are *defeated*.

DEFEATED CHARACTERS

If defeated by a character, he may steal 1 item out of your bag.

1. **Resurrect Move** to the city the fewest spaces away.

2. **Heal** Discard all damage tokens.

3. **Reset Character Card** Flip your card to its start side.

4. **Discard Attached Cards** Discard all cards attached to your character card (not those attached to items).

WINNING THE GAME

When a character has acquired 8 (or more) valor points in his quest log, he wins the game.



GAME TURN

1. Movement

Roll the **movement die** to determine the number of spaces you may move your figure and the amount of **energy** you may spend this turn.

2. Exploration

Resolve all **discovery tokens** in the space. If there are none, instead resolve one **resource** in the space.

3. Challenge

Either resolve a **challenge** in your space or **attack** another character. In a city, skip this phase.

4. Maintenance

Maintain quests and equip or unequip items.

MOVEMENT

A character may never enter a space of a color that is higher than his current level. City spaces are always grey.

EXPLORATION

Reveal *all* **discovery tokens** in your current space and then resolve in the order of your choice. If there are none, you *must* activate one resource in the space.

CHALLENGE

Existing Encounter or Event: If the space contains a **board encounter**, **undefeated encounter token**, or **event card**, resolve it.

Draw a Challenge Card: Otherwise, draw and resolve a **challenge card** from the bottom of the matching deck.

An **encounter** must be immediately battled.

An **event** is resolved then draw a new challenge card and resolve it. Repeat until you draw an encounter card.

Global Events are placed faceup on the **global event space** of the board. Any card already in play is discarded.

Location Events are placed on a specific key location space; first discards any event card already there.

COMBAT

1. Roll the Red Die Defender simultaneously rolls the black die. Perform a **ranged attack** or a **melee attack**, as dictated by card or equipped weapon.

2. **Trigger Special Powers** Defender effect resolved first, then attacker. Each power may only be triggered once.

3. **Ranged Combat** *If one or both have a ranged attack.*

4. **Melee Combat** *If both survive the ranged combat step, proceed to this step.*

Add combat die result to **melee or ranged attack value**. If equal to or greater than opponent's defense value, damage is dealt equal to damage value.

A character with damage equal to his health (or 1 for an encounter) is **defeated**. Combatants with the same type of attack can be simultaneously defeated.

5. **Encounter is Defeated, Character is Not Defeated:** Receive the item or reward.

Neither Combatant is Defeated: Place the encounter on the undefeated encounter track.

Character is Defeated, Encounter is Not Defeated: Character is *defeated*, then place the encounter on the undefeated encounter track..

Both Combatants are Defeated: Discard the encounter and characters are *defeated*.

DEFEATED CHARACTERS

If defeated by a character, he may steal 1 item out of your bag.

1. **Resurrect Move** to the city the fewest spaces away.

2. **Heal** Discard all damage tokens.

3. **Reset Character Card** Flip your card to its start side.

4. **Discard Attached Cards** Discard all cards attached to your character card (not those attached to items).

WINNING THE GAME

When a character has acquired 8 (or more) valor points in his quest log, he wins the game.






DISCOVERY TOKEN ABILITIES

-  **Gold Keep.** You may discard when in a city to gain one item of your level or lower.
-  **Hearthstone Keep.** You may discard instead of moving normally to move to the city of your choice.
-  **Far Sight Keep.** You may discard during your movement phase to look at any other discovery on the board. Either replace or discard the discovery.
-  **Goblin Rocket Boots Keep.** You may discard to reroll a movement or combat die you just rolled.
-  **Traveling Merchant Keep.** You may discard during your movement phase to take any item from under any other character's bag token. That character may then take a different item out of your bag.
-  **Ambush** If you have a combat this turn, your opponent's attack receives +1 damage and is considered a ranged attack.
-  **False Map** The opponent to your right may move your character up to 2 spaces in any direction. Then resolve any other discoveries in your previous space and proceed to your challenge step.
-  **Power Drain** Discard 2 random ability cards from your hand.
-  **Disease** Place this on your character card. Your maximum health is decreased by 1. Discard this token the next time you are defeated, or if you activate a large healing potion resource.
-  **Bomb** You are dealt 2 damage.

POTIONS

Any item can be discarded as a **potion** for an immediate benefit:

-  **Health** During your movement phase to heal 1 damage.
-  **Mana** Reduce any energy cost by 1.
-  **Swiftiness** During your movement phase to increase your rolled movement value by 1.

RESOURCE

-  **Scroll** Draw one card from your ability deck.
-  **Book** Draw 2 cards from your ability deck. Then, all other characters each draw one card from their own ability deck and then must choose one card from their hands to discard.
-  **Healing Potion** Immediately heal damage. A small potion heals 1 damage, a large potion heals 2 damage.
-  **Place Discovery** Randomly draw a discovery token from the pile of unused discoveries. Secretly look at it and then place it facedown on any space of the board, except for your current space or a city space. A single space can have multiple discovery tokens on it.
-  **Flight Path** Immediately move your figure to any other space containing a flight path resource. If the space is not a city, then continue to your challenge phase on the space.
-  **Auction House** Discard one of your items, then draw a new item of the same color from the bottom of the appropriate challenge deck and place it in your bag.
-  **Quest Giver** Draw one elite quest card. Quests that have not been completed are active quests; you may never have more than 2 active quests at a time. If you ever acquire a 3rd active quest, choose and discard one of the 3.






DISCOVERY TOKEN ABILITIES

-  **Gold Keep.** You may discard when in a city to gain one item of your level or lower.
-  **Hearthstone Keep.** You may discard instead of moving normally to move to the city of your choice.
-  **Far Sight Keep.** You may discard during your movement phase to look at any other discovery on the board. Either replace or discard the discovery.
-  **Goblin Rocket Boots Keep.** You may discard to reroll a movement or combat die you just rolled.
-  **Traveling Merchant Keep.** You may discard during your movement phase to take any item from under any other character's bag token. That character may then take a different item out of your bag.
-  **Ambush** If you have a combat this turn, your opponent's attack receives +1 damage and is considered a ranged attack.
-  **False Map** The opponent to your right may move your character up to 2 spaces in any direction. Then resolve any other discoveries in your previous space and proceed to your challenge step.
-  **Power Drain** Discard 2 random ability cards from your hand.
-  **Disease** Place this on your character card. Your maximum health is decreased by 1. Discard this token the next time you are defeated, or if you activate a large healing potion resource.
-  **Bomb** You are dealt 2 damage.

POTIONS

Any item can be discarded as a **potion** for an immediate benefit:

-  **Health** During your movement phase to heal 1 damage.
-  **Mana** Reduce any energy cost by 1.
-  **Swiftiness** During your movement phase to increase your rolled movement value by 1.

RESOURCE

-  **Scroll** Draw one card from your ability deck.
-  **Book** Draw 2 cards from your ability deck. Then, all other characters each draw one card from their own ability deck and then must choose one card from their hands to discard.
-  **Healing Potion** Immediately heal damage. A small potion heals 1 damage, a large potion heals 2 damage.
-  **Place Discovery** Randomly draw a discovery token from the pile of unused discoveries. Secretly look at it and then place it facedown on any space of the board, except for your current space or a city space. A single space can have multiple discovery tokens on it.
-  **Flight Path** Immediately move your figure to any other space containing a flight path resource. If the space is not a city, then continue to your challenge phase on the space.
-  **Auction House** Discard one of your items, then draw a new item of the same color from the bottom of the appropriate challenge deck and place it in your bag.
-  **Quest Giver** Draw one elite quest card. Quests that have not been completed are active quests; you may never have more than 2 active quests at a time. If you ever acquire a 3rd active quest, choose and discard one of the 3.