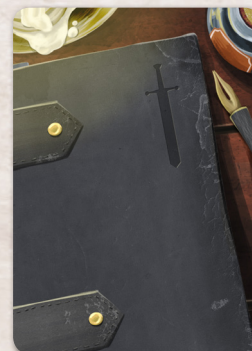


Personal Quest Cards

When a character is created, he or she is dealt two random **personal quest cards** and chooses one to keep, returning the other to the personal quest deck. A character's personal quest is their primary reason for participating in a party.

A PERSONAL QUEST CARD INCLUDES:

- A thematic description of the quest **a**.
- The specific requirements for completing the quest and the rewards for doing so **b**. When a personal quest is completed, the character will retire (see Announcing Retirement on p. 48 for details).



Random Item Design Cards

Whenever a "Random Item Design" is listed as the reward when looting a treasure tile, the looting player should draw a card from the random item design deck. These cards look very similar to normal item cards, but have a blue back, shown at the right. When a card is drawn, the player should find the one additional copy of the drawn item with the same reference number in the deck of unavailable items and add both cards to the city's available supply of items. It is possible to deplete the random item design deck. In this case, additional random item design rewards have no effect.



Random Side Scenario Cards

Whenever a "Random Side Scenario" is listed as the reward when looting a treasure tile, the looting players should draw a card from the random side scenario deck. The drawn scenario is then immediately unlocked and its corresponding sticker is placed on the campaign map. The drawn scenario card is then removed from the game. It is possible to deplete the random side scenario deck. In this case, additional random side scenario rewards have no effect.

