

		Fire Temple			Water Temple			Ice Temple	
									
									
									
									
									
									
									



GAIN 2 HEALTH FOR EACH HERO YOU HAVE OUTSIDE YOUR CAPITAL CITY.



GAIN 2 POWER FOR EACH HERO YOU HAVE OUTSIDE YOUR CAPITAL CITY.



DEAL TWO TO A GOBLIN THAT ONE OF YOUR HEROES IS FIGHTING



MOVE A HERO FORWARD BY 1 LEVEL IN A TEMPLE.



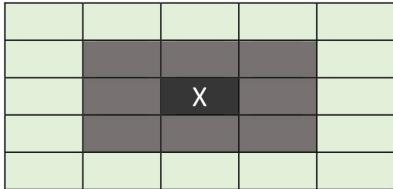
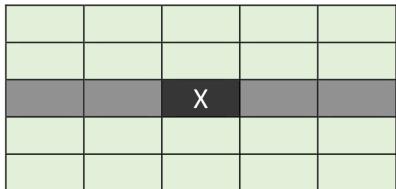
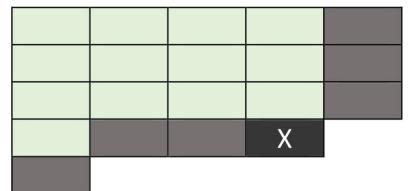
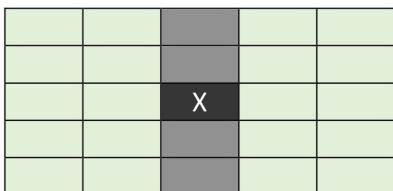
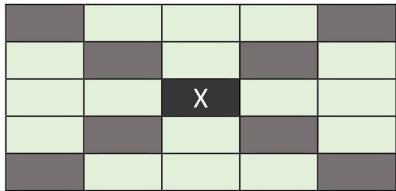
MOVE THE SPELL TOKEN UP THE SPELL TRACK BY 2.



MOVE 1 OF YOUR OTHER HEROES UP TO 3 SPACES ORTHOGONALLY. CANNOT PASS THROUGH OTHER PLAYERS.



ROLL THE DICE ONCE AND ADVANCE ANY HEROES IN A TEMPLE USING THE TORCHES AND MAPS. IGNORE THE OTHER SYMBOLS.



QUEST

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QUEST

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QUEST

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QUEST

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REST.



Return all Heroes that are Fighting Monsters, Learning Spells, or in a Temple Treasure Room to their Capital City. Other heroes may stay.

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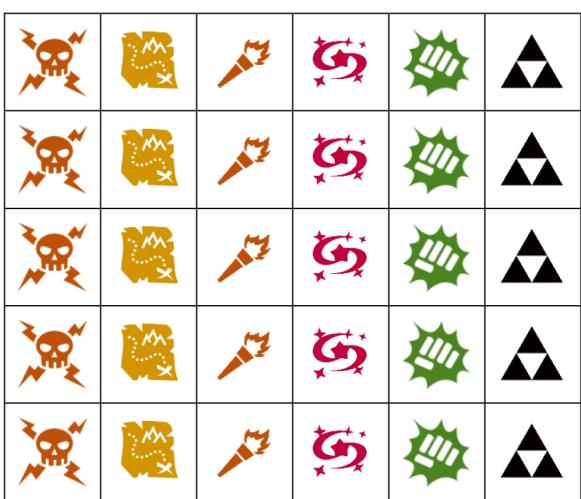
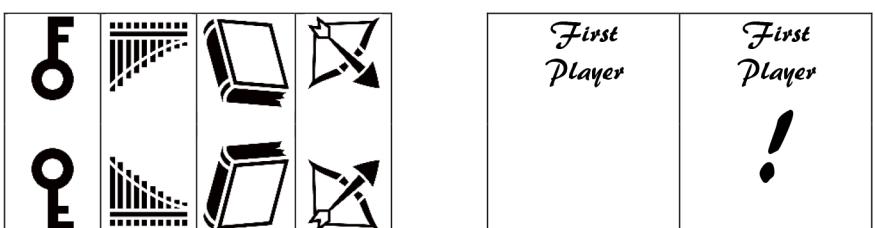
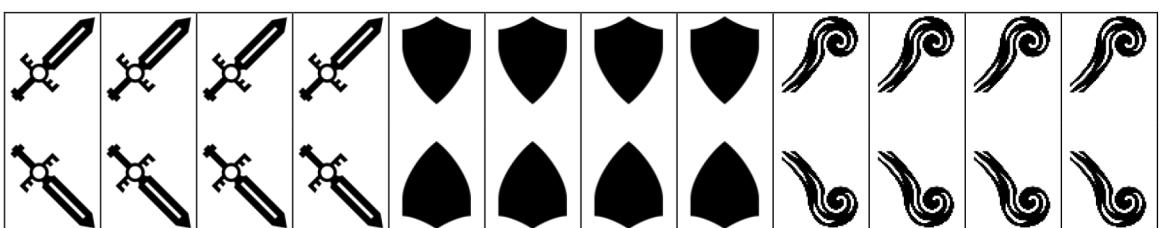
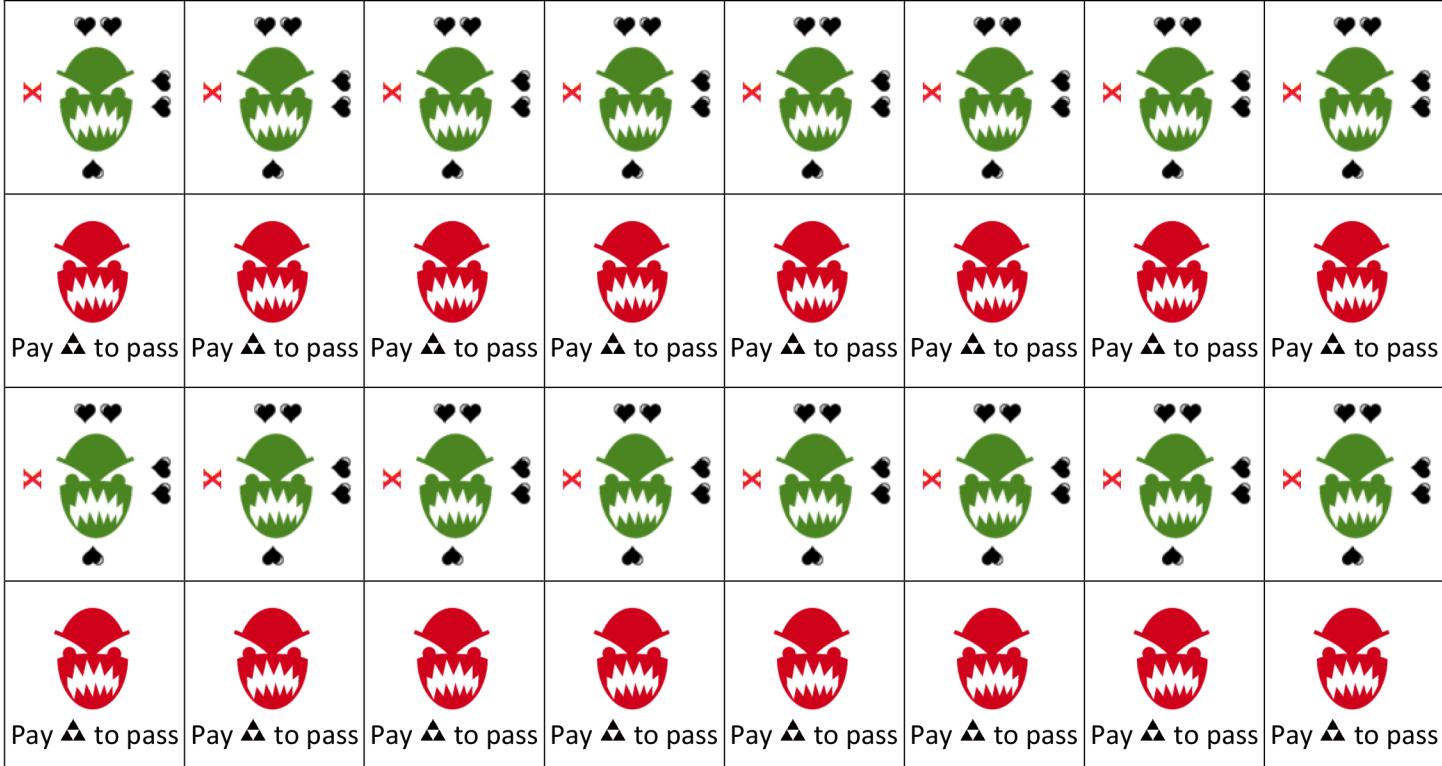


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Train the Gryphons	Guard the King's Road	Map the Land
<p><u>To complete this quest:</u> Have all three of your heroes in a diagonal line, each on a separate space. None may be in your capital city.</p>	<p><u>To complete this quest:</u> Have all three of your heroes in an orthogonal line, each on a separate space. None may be in your capital city.</p>	<p><u>To complete this quest:</u> Have all of your heroes at least 3 spaces away from each other. Count spaces orthogonally. None may be in your Capital City.</p>
Gain 3 health.	Gain 3 power.	Gain two health and two power.
Guard the Ports from the Twin Krakens	Attend an Ally's Coronation	Clear the Temples
<p><u>To complete this quest:</u> Have two heroes on opposite shores in the same row or column. None may be in your capital city.</p>	<p><u>To complete this quest:</u> Have two heroes in a capital city other than your own.</p>	<p><u>To complete this quest:</u> Have all 3 heroes in Temples.</p>
Gain 3 power.	Move any one of your heroes one space in any direction.	Gain 3 health.
Light the Haunted Lighthouses	Join the Bards' Guild	Deliver the Royal Decrees
<p><u>To complete this quest:</u> Have all three of your heroes on shore spaces. None may be in your Capital City.</p>	<p><u>To complete this quest:</u> Have one hero on each a Temple, a Spell, and a Goblin</p>	<p><u>To complete this quest:</u> Have all of your heroes at least 3 spaces away from your capital city. Count spaces orthogonally.</p>
Gain two power and two health.	CHOOSE: Gain 3 Health OR Gain 3 Power	Gain two power and two health.

Defend the Inland	Share Sacred Knowledge	Study at the three Foreign Wizard Towers	
<p>To complete this quest: Have all three of your heroes are in spaces not connected to the shore.</p>	<p>To complete this quest: Have all of your heroes adjacent to all of the heroes of one other player.</p>	<p>To complete this quest: Have a hero in each of the three the other Capital Cities.</p>	
Take a Goblin from the map and place it in your score pile. It may or may not have a hero on it.	Move one space up the spell track.	Move two spaces up the spell track.	
Map to the Key	Map to the Bow	Map to the Book	
<p>To accept this quest: Place a hero to complete a 2x2 square of map cards that each has a hero. Heroes may be from any player.</p> <p>To find this item: Complete the Water Temple</p> 	<p>To accept this quest: Have two heroes on Goblins.</p> <p>To find this item: Complete the Forest Temple</p> 	<p>To accept this quest: Have two heroes on Spells.</p> <p>To find this item: Complete the Desert Temple</p> 	
You start on the second space of a quest track.		<p>You may fight Goblins in an adjacent space if the monster is not in combat with another player as long as you aren't on an adventure.</p> 	<p>You learn one more Spell than what's on the magic track.</p> 
Map to the Flute			
<p>To accept this quest: Have at least two heroes in spaces with other player's heroes.</p> <p>To find this item: Complete the Ice Temple</p> 			
This hero may always take the Gryphon movement.			



The Ten Lessons of The Greater Realms

	1 Spell				2 Spell		3 Spells		
Start									
						no ▲ gain ▲ = -1 ▲ = -2 ▲ = -3			
									

Scoring Chart

	Round 1	Total	Spells	Goblins	Quests
	Round 2	0	-5	-2	-1
	Round 2	1	-3	1	1
	Round 3	2	1	4	3
	Round 5	3	4	8	6
		4	7	12	8
		5	10	15	10
		6	12	18	13
		7	14	22	16
		8	17	26	19
		9	20	30	23
		10	24	35	27

6 7 8 9 10

Adventure Log

6 7 8 9 10

Adventure Log

5	Max Health: $6 + 1/\text{Monster}$				Gain +1 for each spent
4					
3	Max Power: $3 + 1/\text{Spell}$				Defend 1 by spending only 1
2					
1	<u>You may spend 2 Power to:</u> <ul style="list-style-type: none">Advance a or Defend one 				Gain +1 for each spent

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