Quests

HOMEMADE MODULE
BY DOTSHELL

Checking and accepting a quest

- During your turn, on a **Village**, a **Monastery** or a **conquered City**, you may check the quest board.
- **One active quest** per player. A site offers quests **only once per game**.

1. Roll **a mana die** (not one from the Source): **quest A** of its colour.
2. Roll it again: **quest B** of its colour.
3. Read the **Day** or **Night** page, depending on the Round.
4. **Choose one**, or turn both down.
5. **Place a Shield token** to show that you have already checked this site's quests.

Quest already done or impossible (site missing…): take the next one in the same column, in the order 🔴 🔵 🟢 ⚪ 🟡 ⚫, then 🔴 again.

For a harder game

Mercenary mode: a single roll, quest A only.

Heroic mode: a single roll, quest B only.

Tiers

Site	Tier	Access (Reputation bonus)	Suggested level
Village	I · Novice	always	1+
Monastery	II · Seasoned	at least +1 Influence	3+
Conquered City	III · Heroic	at least +2 Influence	5+

😈 **Shadow brotherhood**: if your Reputation gives you an Influence penalty, Monasteries are closed to you. In a conquered City, you may only accept a ⚫ quest. **Shady contacts**: each time you roll, you may change the result of one of the two rolls to ⚫.

Deadlines

- ⚡ **Immediate**: right now, or it fails.
- ⚔️ **Combat**: before the end of the Round, as your action for the turn (no interaction or assault that turn).
- ⏳ **End of Round**: before the end of the Round.

Success
Place one of your Shield tokens on the site: **+1 Influence** for every interaction here.

Failure or refusal
Failure (deadline missed, enemy not defeated): **−1 Reputation**. Refusal: no penalty. Either way, place a Shield token of a Hero nobody plays: the site is exhausted.

"Greatest Knight-errant" title: the player who completed the most quests gains **+3 Fame** (tie: +1 each).

Quests · Rewards

Reward table

Tier	Typical reward	Black quest
I	2 Fame · 1 crystal · Heal 1 · ready 1 Unit · 1 Reputation (or 2 Fame)	1 Advanced Action
II	4 Fame · 2 crystals · Heal 2 · 2 Reputation (or 4 Fame)	1 Spell
III	6 Fame · 3 crystals · 1 free Unit	1 Artifact

Advanced Actions, Spells and Artifacts come **only from black quests**, which are riskier.

Clarifications

- **Quest enemies**: normal Fame, no Reputation unless stated. If not defeated, they are discarded and the quest fails.
- **Values outside combat** (Block, Attack, Move, Influence, Heal): generated with your cards and Units as usual. They cannot be used for anything else that turn.
- **Reputation rewards**: you may always take the Fame shown instead.
- 😇 **Hero or** 😈 **Rogue**: some quests let you choose. The rogue gains more but loses Reputation, which opens access to Monasteries and Cities.
- **Spell, Advanced Action, Unit**: taken from the Offer, for free. A free Unit still counts against your Command limit.
- **Artifact**: draw 2, keep 1, as for a site reward.
- **"On top of the site reward"**: the conquest pays out as usual, and the quest reward is added.

Reading a quest

🏠 **On site**: at the quest's site

🗺️ **Elsewhere**: you have to travel

Variant (expansion): if you play with the expansion named, the variant replaces the quest, or widens it when it says "also counts". Without that expansion, ignore it.

Travel constraints

- 🚶 **Escort**: put a mana token on a free Command token. Otherwise a Ready Unit becomes the escort: it is spent and cannot be readied before you arrive. With no free slot and no Ready Unit, you cannot accept an escort quest.
- 💎 **Fragile item**: put a crystal from the supply on your Hero. If a Wound reaches your hand before you arrive, the crystal is lost: the quest fails. On arrival, return it.
- 🏃 **Race**: put the token shown face down on the quest, and 1 crystal next to it at the end of each of your turns. On the 3rd, it attacks the nearest inhabited site (not this one). If you are there: combat, with your Units, the site is not fortified. Otherwise the quest fails and the site is exhausted.
- 🎖️ **Feat**: the condition is added to the site's normal rules.

Quests · Tier I

NOVICE · VILLAGES · OPEN TO ALL

☀️ Day

A · 1st roll	B · 2nd roll
🔴 **🏠 A card game gone wrong** ⚡ Generate Block 3. → **2 Fame**	**🗺️ A contract nailed to the board** ⚔️ On a forest space at least 2 spaces away, draw a green token and fight it. → **1 red crystal**
🔵 **🏠 Glinin's apprentice smith** ⏳ In a single turn here, play 2 cards with their powered effect. → **Draw 1 card**	**🗺️ Deliver a letter to the mage** 💎 To a space adjacent to a Mage Tower. → **1 blue crystal**
🟢 **🗺️ Escort the harvesters** 🚶 Escort them to a plains space at least 3 spaces away. → **Ready 1 Unit, or 1 green crystal**	**🏠 Gather healing herbs** ⏳ During a turn here, generate Move 3 without moving. → **Heal 1**
⚪ **🏠 Rally the peasants** ⏳ During a turn here, generate Influence 5. → **1 Reputation or 2 Fame**	**🗺️ Deliver an important letter** ⏳ End a turn on another Village or a Monastery, at least 2 spaces away. 😇 **1 Reputation or 2 Fame** 😈 **Sell its contents: 2 crystals, −1 Reputation**
🟡 **🏠 The call of the Crystals** ⚡ Return 1 crystal. → **Roll 2 dice: 1 crystal per basic colour, gold = any colour, black = 1 Fame**	**🗺️ A ring in the dark waters** ⏳ End a turn on a space adjacent to a lake, at least 2 spaces away. 😇 **Give it back: 1 Reputation or 2 Fame** 😈 **Keep it: 2 crystals, −1 Reputation**
⚫ **🏠 An arrow to the knee** ⚔️ Draw a green token and fight it here, without your Units. → **1 Advanced Action from the Offer**	**🏠 Question the prisoner** ⚡ Make him talk (−2 Reputation) or pay his ransom (return 2 crystals). → **1 Advanced Action from the Offer**

Quests · Tier I

NOVICE · VILLAGES · OPEN TO ALL

🌙 Night

	A · 1st roll	B · 2nd roll
🔴	**🏠 Ratmen out of the sewers** ⚔️ Draw a green token and fight it here. 😇 **1 Reputation or 2 Fame** 😈 **Loot them: 1 crystal + 2 Fame, −1 Reputation**	**🗺️ A howling green tide** 🏃 Reach the nearest inhabited site within 3 turns. A green token. **→ 1 Reputation or 2 Fame**
🔵	**🗺️ Follow the will-o'-wisps** ⏳ End a turn on a Magical Glade. **→ 1 basic crystal of your choice** **Shades of Tezla variant:** the Forgotten Valley also counts.	**🏠 Light the campfire** ⏳ During a turn here, pay 2 blue mana. **→ 2 Fame**
🟢	**🗺️ Never leave the path** ⏳ End a turn on a forest space at least 3 spaces away. **→ 2 Fame**	**🏠 Don't hit the chickens** ⏳ During a turn here, generate Heal 2, even without a Wound. **→ Ready 1 Unit, or 1 green crystal**
⚪	**🏠 Listen to the elders by the fire** ⚡ Discard 2 cards, other than Wounds. **→ 1 white crystal**	**🏠 Sing at the tavern** ⏳ During a turn here, generate Influence 5. **→ 2 Fame**
🟡	**🗺️ Catch the thieving magpie** ⏳ End a turn on a Crystal Mine. 😇 **Return the loot: 1 Reputation or 2 Fame** 😈 **Keep it: 2 crystals of the Mine's colour, −1 Reputation** **Lost Legion variant:** the Deep Mine also counts (any one of its colours).	**🗺️ A pile of gold by the road** ⏳ End a turn on a desert space. **→ 1 crystal of your choice**
⚫	**🏠 A black jewel on the brow** ⚡ Take 2 Wounds into your hand. **→ 1 Advanced Action from the Offer**	**🗺️ The Ladies of the Marsh** ⚔️ On a swamp space, draw a green token and fight it. **→ 1 Advanced Action from the Offer** **Shades of Tezla variant:** a Graveyard or the Necropolis also counts.

Quests · Tier II

SEASONED · MONASTERIES

REPUTATION +1 · LEVEL 3 SUGGESTED

☀️ Day

	A · 1st roll	B · 2nd roll
🔴	**🏠 Leeroy, to the orchards!** ⚔️ Draw 2 green tokens and fight them together here. → **4 Fame** **Shades of Tezla variant:** roll the Faction die; both green tokens come from that Faction.	**🗺️ Purge the Dungeon** 🎖️ Defeat a Dungeon's enemy without any Wound reaching your hand. → **2 crystals of your choice, on top of the site reward** **Lost Legion variant:** a Maze also counts.
🔵	**🏠 Illuminate the grimoire** ⏳ In a single turn here, spend 3 mana of different colours. → **4 Fame**	**🗺️ Fetch the Tower's herbarium** ⏳ End a turn on a space adjacent to a Mage Tower, at least 3 spaces away. → **Heal 2**
🟢	**🗺️ Potions and phoenix downs** 💎 To a Village. → **Heal 2**	**🏠 Dig the monks' garden** ⏳ During a turn here, generate Move 5 without moving. → **Heal 2**
⚪	**🏠 Negotiate peace with the envoy** ⚡ Generate Influence 8. → **2 Reputation or 4 Fame**	**🗺️ Reconcile two villages** ⏳ End a turn on two other inhabited sites, different from each other. 😇 **2 Reputation or 4 Fame** 😈 **Sell your services to both sides: 1 crystal + 4 Fame, −2 Reputation**
🟡	**🏠 Restore the reliquary** ⚡ Return 2 crystals of different colours. → **4 Fame**	**🗺️ Escort the crystal convoy** 🚶 Escort it to a Crystal Mine. 😇 **2 crystals of your choice** 😈 **Skim off a share: 3 crystals of your choice, −2 Reputation**
⚫	**🏠 Fresh meat in the crypt** ⚔️ Draw a brown token and fight it here, using Night rules. → **1 Spell from the Offer**	**🏠 Raphael's contract** ⚡ Sign (3 Wounds, split between your hand and your Units, at most 1 per Unit) or drive the envoy away (fight a purple token here, as your action). → **1 Spell from the Offer**

Quests · Tier II

SEASONED · MONASTERIES
REPUTATION +1 · LEVEL 3 SUGGESTED

🌙 Night

	A · 1st roll	B · 2nd roll
🔴	**🏠 Outrun the raiders** 🏃 Reach the nearest inhabited site within 3 turns. A grey token. → **2 crystals of your choice**	**🗺️ Clear the Monster Den** 🎖️ Conquer a Monster Den without your Units. → **2 crystals of your choice, on top of the site reward**
🔵	**🏠 Rest at the site of grace** ⏳ Rest here, without discarding a Wound. → **Heal 2**	**🗺️ A step to the side** ⏳ End a turn on a Magical Glade at least 3 spaces away. → **Draw 2 cards** **Shades of Tezla variant:** the Forgotten Valley also counts.
🟢	**🗺️ Bring back the hermit** ⏳ End a turn on hills or on a space adjacent to a mountain, 2 or more spaces away, then a turn here. → **4 Fame** **Shades of Tezla variant:** the Forgotten Valley also counts as a destination.	**🏠 Tend the sick** ⏳ During an interaction here, buy at least 3 Healing, even with no Wound to heal. 😇 **4 Fame** 😈 **Charge for the care: 2 crystals + 2 Fame, −2 Reputation**
⚪	**🏠 Hear confessions** ⚡ Discard 3 cards, other than Wounds. → **2 Reputation or 4 Fame** **Lost Legion variant:** instead, end a turn on the Refugee Camp; recruit a Unit there at no extra cost.	**🗺️ It's dangerous to go alone** 🚶 Escort them to a Village at least 3 spaces away. → **2 Reputation or 4 Fame** **Lost Legion variant:** the Refugee Camp also counts.
🟡	**🏠 That chest is a Mimic** ⏳ During a turn here, pay 2 mana of the same colour. → **4 Fame**	**🗺️ Recover the sunken treasure** ⏳ End a turn on a swamp space at least 3 spaces away. 😇 **Return it to the monks: 2 Reputation or 4 Fame** 😈 **Keep it: 3 crystals of your choice, −2 Reputation**
⚫	**🏠 The tadpole's whisper** ⚡ Take 3 Wounds into your hand. → **1 Spell from the Offer**	**🏠 An invader in your world** ⚔️ Draw a purple token and fight it here. → **1 Spell from the Offer**

Quests · Tier III

HEROIC · CONQUERED CITIES
REPUTATION +2 · LEVEL 5 SUGGESTED

☀️ Day

A · 1st roll	B · 2nd roll
🔴 **Quell the garrison** ⚔️ Draw 1 grey and 1 purple token, fight them together here. → **6 Fame**	**Besiege the rebel tower** 🎖️ Conquer a Mage Tower without your Units. → **6 Fame, on top of the site reward** **Lost Legion variant:** a Labyrinth also counts.
🔵 **Decipher the two grimoires** ⏳ In a single turn here, play 2 Spells (basic effect). → **3 crystals of your choice**	**Escort the archmage** 🚶 Escort them to a Monastery. → **6 Fame**
🟢 **Visit the obelisk** ⏳ Reveal 2 new tiles. → **6 Fame**	**An epic mount** ⏳ During a turn here, generate Move 12 without moving. → **1 free Unit**
⚪ **Win the council's favour** ⏳ During a turn here, generate Influence 12. 😇 **1 free Unit** 😈 **Bribe the council: 1 free Unit + 2 crystals, −2 Reputation**	**Rally the vassals** ⏳ At the end of the Round, have Shield tokens on 2 more sites than when you accepted the quest. → **1 free Unit**
🟡 **Fund the guild** ⚡ Return 3 crystals. → **6 Fame**	**Collect the taxes** ⏳ End a turn on two different Villages. 😇 **Give the gold back to the people: 2 Reputation + 4 Fame** 😈 **Keep the gold: 3 crystals + 3 Fame, −2 Reputation**
⚫ **The Dance of the Dragons** ⚔️ Draw a red token and fight it here, without your Units. → **1 Artifact** **Shades of Tezla variant:** fight a level 2 Faction Leader instead (Faction die), without its companions.	**Beneath the Beast's mask** ⚡ Pay (take 4 Wounds into your hand) or unmask the demon (fight a purple token here, without your Units, as your action). → **1 Artifact**

Quests · Tier III

HEROIC · CONQUERED CITIES
REPUTATION +2 · LEVEL 5 SUGGESTED

🌙 Night

A · 1st roll	B · 2nd roll
🔴 **🏠 Hunt down the assassin** ⚔️ Draw a purple token and fight it here, without your Units. → **6 Fame** **Lost Legion variant:** your Units may take part, but the token also has Assassination.	**🗺️ Take the fortress by night** ⏳ Conquer a Keep. → **6 Fame, on top of the site reward**
🔵 **🏠 Break the seal** ⏳ In a single turn here, play 2 Spells with their powered effect. → **6 Fame**	**🗺️ Close the Rift** ⏳ End a turn on a Magical Glade, pay 1 black mana there and return 1 crystal. → **Heal 3**
🟢 **🗺️ At the edge of the sky, the dragons return** 🏃 Reach the nearest inhabited site within 3 turns. A red token. → **1 free Unit**	**🏠 Hold the royal hunt** ⏳ During a turn here, generate Attack 12 outside combat. → **1 free Unit**
⚪ **🗺️ Receive the embassy** ⏳ End a turn on a site bearing your quest Shield token. → **6 Fame**	**🏠 The one who passes the sentence** ⚡ Judge the traitor: 😇 pardon him (generate Influence 8) or 😈 condemn him (−2 Reputation). → **6 Fame**
🟡 **🏠 The lion's debt** ⏳ During a turn here, pay 4 mana of different colours. → **1 free Unit (the freed hostages)**	**🗺️ Scour the Ruins** 🎖️ Clear the Ancient Ruins (altar activated or guardians defeated) on the very turn you arrive. 😇 **6 Fame, on top of the site** 😈 **Loot everything: same + 2 crystals, −2 Reputation**
⚫ **🏠 Stay awhile and listen** ⚔️ Draw 1 red and 1 brown token, fight them together here. → **1 Artifact** **Shades of Tezla variant:** the brown token comes from the Dark Crusaders.	**🗺️ Wake the dragon under the Mountain** ⚔️ Defeat a rampaging Draconum, without your Units. → **1 Artifact** **Lost Legion + Tezla variant:** instead, draw a red Dark Crusaders token and fight it here; it also has Assassination.

Solo scenarios

Rulebook solo setup: one Dummy player. You choose your Tactic first, it draws one at random, and both are removed for the rest of the game. Remove the four interactive Spells (no. 17 to 20) and your Hero's interactive Skill.

Quest module required, in Normal mode by default (module rules, pages 1 to 8). The City levels given already account for the quests: no +1.

The Knight Errant

4 Rounds · 2 h ●●○○○

No City to take: you travel from village to monastery, one quest after another. The best way into the module.

Goal · complete 5 quests, at least one of them tier II.

Setup

- Pyramid board.
- 7 Countryside tiles: keep in priority those with a Village or Monastery.
- 2 Core tiles without a City.

Scenario rules

- Reminder: a Monastery only offers you quests if your Reputation gives you at least +1 Influence.

End · as soon as the 5th quest is completed, if one is tier II, play one last turn. Otherwise, at the end of the 4th Round.

The Hero's Path

5 Rounds · 3 h ●●●○○

For a City to trust you with its missions, your name must be spotless. Win the people's trust, take the City, then prove yourself worthy of it.

Goal · complete a tier III quest without ever taking the rogue's path.

Setup

- Pyramid board.
- 8 Countryside tiles.
- 1 Core tile with a City and 1 without.
- The revealed City is level 4.

Scenario rules

- **Hero's path:** you never choose 😈, never plunder a Village and never burn a Monastery. Otherwise, you lose the game.
- Tier III: your Reputation must give you at least +2 Influence. Storming the City will cost you some: be ready.

End · as soon as the tier III quest is completed, play one last turn. Otherwise, at the end of the 5th Round.

The Shadow Brotherhood

5 Rounds · 3 h 30 ●●●●○

Honest folk shut their doors on you, but the Brotherhood always has work for an unscrupulous Knight. Take a City and become its shadow agent.

Goal · end the game with a Reputation that gives you a penalty, after completing 3 ⚫ quests, one of them tier III.

Setup

- Pyramid board.
- 8 Countryside tiles.
- 1 Core tile with a City and 1 without.
- The revealed City is level 5.

Scenario rules

- **Shadow path:** when a quest offers 😇 or 😈, you always choose 😈.
- **Shady contacts:** while your Reputation gives you a penalty, each time you roll, you may change the result of one of the two rolls to ⚫.
- Reminder: with a Reputation penalty, Monasteries are closed to you, and in a conquered City you may only accept a ⚫ quest.

End · as soon as the 3rd ⚫ quest is completed, if one is tier III, play one last turn. Otherwise, at the end of the 5th Round. Your Reputation must then give you a penalty.

Score: a win if the goal is met. To compare your games: your Fame plus Achievements without the titles, plus 5 points per tier I quest completed, 10 per tier II, 15 per tier III, and 30 per unused Round.

Two-player scenarios

Rulebook co-op setup: one Dummy player, who draws its Tactic at random before you. At the end of each Round, remove from the game one of the Tactics the players used. Remove the four interactive Spells (no. 17 to 20) and each Hero's interactive Skill. No combat between players.

Quest module required, in Normal mode by default (module rules, pages 1 to 8). The City levels given already account for the quests: no +1. A site offers quests **only once for the whole team**.

Brothers in Arms

4 Rounds · 2 h 30 ●●○○○

Two Knights, one quest board. Share out the villages, and lend each other a hand when a quest is too much for one.

Goal · complete 8 quests together, at least 3 each, 2 of them tier II.

Setup

- Open board, starting tile side B.
- 7 Countryside tiles: keep in priority those with a Village or Monastery.
- 2 Core tiles without a City.

Scenario rules

- No rules beyond the common setup.

End · as soon as the 8th quest is completed, if the goal is met, each player plays one last turn, not the Dummy. Otherwise, at the end of the 4th Round.

Guardians of the Realm

5 Rounds · 3 h 30 ●●●○○

The Realm is threatened on all sides. Take the City, then become the champions its people were waiting for.

Goal · conquer the City, then complete 2 tier III quests, one each.

Setup

- Open board, starting tile side B.
- 8 Countryside tiles.
- 1 Core tile with a City and 2 without.
- The City is level 6.

Scenario rules

- **Guardians:** each Race completed gives +1 Reputation to both Heroes.

End · as soon as the 2nd tier III quest is completed, each player plays one last turn, not the Dummy. Otherwise, at the end of the 5th Round.

Two-player scenarios

The Great Chronicle

6 Rounds · 4 h

The module's great saga: from villages to Cities, two Knights write their legend, quest after quest.

Goal · each Hero completes at least one quest of each tier, and the team 12 quests in all.

Setup

- Open board, starting tile side B.
- 8 Countryside tiles.
- 2 Core tiles with a City and 2 without.
- The 1st City revealed is level 5, the 2nd level 7.

Scenario rules

- No rules beyond the common setup.

End · as soon as the goal is met, each player plays one last turn, not the Dummy. Otherwise, at the end of the 6th Round.

Helping hand: a Hero on the same space as another may, during their own turn, generate part of the values outside combat (Block, Move, Influence, Heal…) that their ally's quest requires.

Score: a win if the goal is met. To compare your games: the Fame of the player furthest behind and the best Achievements of the two, plus 5 points per tier I quest completed, 10 per tier II, 15 per tier III, and 30 per unused Round.