

# Location Guide







**Explore:**

Flip over cards from the Encounter deck until you reveal an Undead creature. You must battle that creature, it gains +2 .

Shuffle other revealed cards back into the deck.



**Abandoned Wastelands**



**Travel:**

Encounters cannot be played on Arc Island. If you draw an Encounter card while on, or travelling through, Arc Island, instead draw another card from the Adventure deck, then place the Encounter on top of the deck.



**Arc Island**



**City:**

The first time you visit this location, if you are a Wizard class, you gain +2 and draw one Reward card.



**Assa, City of Knowledge**



**City:**

The first time you visit this location, if you are a Priest class, you gain +2 and draw one Reward card. While in Braell you may pay to destroy a Curse that is on your character.



**Braell, City of Believers**






### Quest Battle, Monsigneur

**Explore:** The first time each player Explores the Claw of Kadaar they earn 100 GP and 2 Rewards. Monsigneur must be destroyed to Explore here.

**Claw of Kadaar**




### Explore:

Gain , then perform the standard Explore actions.

**Crescendo Canyons**





### Quest Battle, Kraeger Beast

**Explore:** The first time each player Explores the Crystal Caverns they earn 2 . Kraeger Beast must be destroyed to Explore here.

**Crystal Caverns**



### City:

The first time you visit this location, if you are a Thief class, you gain +2  and draw one Reward  card.

**Danesk, City of Shadows**







**Explore:**  
 Flip over cards from the Encounter deck until you reveal an Animal creature. You must battle that creature, it gains +2 . Shuffle other revealed cards back into the deck.



**Dark Woods of Veyland**



**Quest Battle, Asmakai**

**Explore:** The first time each player Explores the Demonic Temple of Sykk, each other player must discard a card at random. Asmakai must be destroyed to Explore here.



**Demonic Temple of Sykk**



**City:**  
 The first time you visit this location, if you are a Fighter class, you gain +2 and draw one Reward card.



**Exire, the Molten City**



**Explore:**  
 Perform the standard Explore steps, instead of drawing the top Adventure card, instead look at the top 3 cards, choose one to place in your hand, shuffle the other 2 cards back in the deck.



**Floating Falls**





**Travel:**

If you would pass through the Flooded Plains while travelling, you must stop at the Flooded Plains. Ignore this effect if you have the flying ability.



**Flooded Plains**



**Encounter:**

Flip over cards from the Encounter deck until you reveal a Humanoid creature. You must battle that creature, it gains +2. Shuffle other revealed cards back into the deck.



**Foothills of Turin**



**Quest Battle, Cystos, Scorpion Spider**

**Explore:** Move your character to any map location, you do not get that locations effects. Cystos must be destroyed to Explore here.



**Forest of Delusion**



**City:**

At the end of your Adventure phase, if you are in Gnost, you may discard any number of Adventure cards. Gain for each card discarded this way.




**Gnost, City of Hills**






**Explore:**

Perform the standard Explore steps, except you draw two Adventure  cards instead of one. If you draw two encounter cards you place one into your hand, then resolve the other.

**Greater Woodlands**




**Quest Battle, Kroenig**

**Explore:** Perform the standard Explore steps. Gain one Reward  card at the beginning of your Recovery phase. Kroenig must be destroyed to Explore here.

**Ice Flows**



**Travel:**

If you face an encounter on a turn in which you travelled to or past Ice River, you suffer a -2  to all combat rolls that turn.

**Ice River**



**Quest Battle, Jue R'Gon**

**Explore:** Choose a card from the Reward discard pile and place it into your hand. Jue R'gon must be destroyed to Explore here.


**Jungles of Wkawn**








### Quest Battle, Kzmatic

**Explore:** Roll a , if you roll a 1 or 2 you must battle Kzmatic. If you do not, or if he is defeated: Flip cards from the Reward deck over until you reveal a Magical Item, place that card in your hand, shuffle the deck.

### Kzmatic's Keep




### Travel:

If you face an encounter on a turn in which you travelled to or past the Ridges of Kadaar, you gain +2  to all combat rolls that turn.

### Ridges of Kadaar





### Travel:

If you end your Adventure phase on Serenity Lake, gain 1 . Battles cannot take place in this location, if you draw an Encounter card during the Explore phase, discard it.

### Serenity Lake



### Explore:

If you are an Advanced Class you may gain 2  and . If you are not an Advanced Class, perform the standard Explore steps.


### Silverin, City of Legends







### Quest Battle, Osira

**Explore:** Reveal cards from the Adventure deck until you reveal a Skill  card. Attach that Skill to your character, shuffle other cards back in the deck. Osira must be destroyed to Explore here.

### Skullrock Island






### Encounter:

If you have not defeated a Reptisaur this game, battle one (use the special Reptisaur card).  
If you have defeated a Reptisaur this game, you may Explore this location normally.

### Tropics of Dalmaria





### City:

When you sell an Item in Vace City you gain  for each Item sold.  
If you are a Thief  class, gains  instead.

### Vace City



### City:

The first time you visit this location, if you are a Druid class, you gain +2  and draw one Reward  card.

### Vey, City of Trees







**Explore:**  
 Perform the standard Explore actions.  
 At the end of the Explore phase you may move your character to Vace City, Flooded Plains, or Arc Island.



**Watershed Meadows**



**Explore:**  
 Gain 2 and one Adventure card. You may only explore this location once per game.



**Zondara's Cloud City**

**A**

**B**

**C** **Explore:**  
 Flip over cards from the Encounter deck until you reveal an Undead creature. You must battle that creature, it gains +2 . Shuffle other revealed cards back into the deck.

**D**

**Abandoned Wastelands**

**A**

**B**

**C** **Travel:**  
 Encounters cannot be played on Arc Island. If you draw an Encounter card while on, or travelling through, Arc Island, instead draw another card from the Adventure deck, then place the Encounter on top of the deck.

**D**

**Arc Island**

**A**

**B**

**C** **City:**  
 The first time you visit this location, if you are a Wizard class, you gain +2 and draw one Reward card.

**D**

**Assa, City of Knowledge**

**A**

**B**

**C** **City:**  
 The first time you visit this location, if you are a Priest class, you gain +2 and draw one Reward card. While in Braell you may pay to destroy a Curse that is on your character.

**D**

**Braell, City of Believers**

### Guide Information

- A** Art for the Location, representing the area you are travelling to.
- B** Type of Location, also represented by the large icon.
- C** Rules specific to this location. This can relate to arriving, exploring, Quest Creatures, and various other things. Location specific information for arriving, traveling through, or exploring the area.
- D** Name of location on the bottom, and map visual in the right corner.





**Explore:**

Remove all Curse (skull) cards from all characters.  
Gain 1 (gold) for each Curse removed this way.



Kadaar

Aura's Altar

**Aura's Altar**



**Explore:**

Roll a (diamond), if the result is  
1,2,3,4 : Gain 1 Reward (gold) card and (25).  
5,6,7,8 : Gain 1 Adventure (star) card and (25).  
9, 0 : Gain 1 Reward (gold) card, 1 Adventure card, (star) and (50).



Collapsed Caves

Crescent

erinity

Foothills of Turin

**Collapsed Caves**



**Explore:**

Flip over cards from the Encounter deck until you reveal a Demon creature. You must battle that creature, it gains +2 (shield).  
Shuffle other revealed cards back into the deck.



onic Temple of Sykk

Demon Gate

**Demon Gate**



**Explore:**

When you explore this location you earn an amount of GP equal to the result of an (diamond)



zomatic's Keep

Ghostly Coast

Crystal Caverns

**Ghostly Coast**



