

QUESTS

BUILD

The player who initiated the Quest has up to 5 attempts to complete as many Stages of the build as they choose. On each attempt, they must roll at least 1 die with the goal of getting all the resources shown on the current stage of the Quest card.

Stage 1:  Reward: 

Once you start a Stage, you must continue until it is complete or you run out of attempts.

If you run out of attempts, you immediately fail and get no rewards.

When you complete a Stage, you must immediately decide whether you want to take the reward or attempt the next Stage. If you take the reward, you only get the reward of the stage you just completed; you do not get all the rewards.

COMPLETING A STAGE

On the Quest card, you will see the number of specific resources required for each Stage. You must get these by rolling the scavenge dice.

The first time you attempt a Stage, you must roll all 5 scavenge dice. After that, you may choose to re-roll any number of dice you wish.

Each time you roll the dice, it counts as an attempt, regardless of how many dice you roll.


A full example of a Build quest can be found on the other side of this sheet.

GET TO

The player who initiated the Quest becomes the Quest owner and should place the Quest card next to their Character Sheet.

Draw 1 Position card, then place an  NPC (non-player character) token on the marked location.

If at any point the Quest owner ends a Move action on the map tile where the  is located, then the quest is complete.

When you complete the quest, return the  to the supply.


EXAMPLE OF A BUILD QUEST







It is your turn, and you activate a build quest requiring wood.

You now have 5 attempts to try and complete as many stages as possible.








Stage 1:		Reward:	
Stage 2:		Reward:	
Stage 3:		Reward:	


ATTEMPT 1

This is your first attempt at stage 1, and you need to get 2 .

You roll      which only includes 1  so you must continue trying stage 1.


ATTEMPT 2

You put the 1  from your first attempt to the side and roll the remaining 4 dice. This time you get     adding 2  to the 1  you kept from your first attempt.

This is equal to or greater than the required 2  and you complete stage 1.

You may now take the stage 1 reward or attempt stage 2; you decide to continue.


ATTEMPT 3

This is your first attempt at stage 2, so you must roll all 5 dice. You need to get 3 .

You roll      giving you 3  and completing stage 2 immediately.

You may now take the stage 2 reward or attempt stage 3; you decide to continue.


ATTEMPT 4

This is your first attempt at stage 3, so you must roll all 5 dice. You need to get 1 .

You roll      giving you no .

As you have started stage 3, you must continue until you either succeed or run out of attempts. You may no longer take the stage 2 reward.

ATTEMPT 5

As you rolled no  on your first attempt at stage 3 you choose to re-roll all 5 dice.

You roll      and again get no .

As this was your 5th and final attempt, you can no longer re-roll any dice and fail the quest. By failing, you get no rewards.