

## Quests

When playing with **Quests**, you must also play with **Artifacts** (*see below*).

Quests add an alternate win condition to Hero Realms. To play with quests, before you start the game, shuffle the quest cards and deal three face down to each player. You may look at your quests at any time.

In its text box, each quest lists the conditions that must be met to complete it. If you meet its conditions, you may complete that quest during your main phase. When you complete a quest, place it in the sacrifice pile, then reveal the top

card of the Artifact Deck (*see below*). You may acquire that artifact card for free at any point during your main phase that turn. If you do not acquire the artifact, place it in the sacrifice pile.

You may only complete one quest per turn. If you complete all three of your quests, you win the game!

*Optional Rule:* Deal five quest cards face down to each player. Each player chooses three quest cards to keep and sets the other two aside.



## Artifacts

You may use **Artifacts** with or without **Quests**.

When playing with quest cards, before you start the game, shuffle the artifact cards and deal two artifacts per player into a separate face-down Artifact Deck. Then shuffle the remaining artifact cards into the Market Deck. When you complete a quest, you get a free artifact as your reward! (*See Quests above*)

When using artifacts without quests, simply shuffle all of the artifacts into the market deck.

When you acquire an artifact card, whether from completing a quest or from the market, follow any special instructions on the card related to acquiring it. For example, you may put some artifact cards into your hand or on top of your personal deck when you acquire them.

