



Adania Quest 54



WHAT YOU NEED:

- Standard deck of playing cards (including the Joker cards!)
- 2-10 players

SETUP:

Separate all of the hearts into one pile which will be called the **action pile**, the rest of the cards are shuffled and become the **draw pile** placed in the middle of the table, the **discard pile** will form next to the draw pile during gameplay.

Play starts from a random player and continues clockwise.

AIM OF THE GAME:

Collect the most loot! The player with the most loot cards at the end of the game wins.

ON YOUR TURN:

Draw a card from the draw pile and turn it face up. The value shown represents what kind of encounter you have during the game. That card will either become loot that you keep, or discarded into the discard pile. Once you resolve the encounter, it becomes the next player's turn.



Ace

It's loot! You can keep the card as loot.

Numbers 2-10

It's a monster! Fight it by drawing from the action pile. If your card is higher, you win the encounter and can now keep the monster card as loot. If the monster is higher or equal then you lose and discard the card into the discard pile. Put your hearts card back into the action pile, which should be shuffled after everyone has a turn.

(Action pile values: Ace always wins! > King 13 > Queen 12 > Jack 11 > 10-2.)

Jack

Steal loot from another player! (The first Joker card counts as a Jack!)

Queen

It's a trap! Discard one of your pieces of loot to avoid the trap. If you can't, miss your next turn due to needing to recover.

King

The dungeon boss! The king is worth 15. Draw 2 cards from the action pile and add their values. If you win, take the king plus an additional card from the draw pile as loot.

END OF THE GAME:

When you draw the second Joker card, the game is over! Count your loot. The player with the most loot cards wins!



ADANIA

Adania Quest 54

THE STORY SO FAR:

In the Southern jungles of Adania, an ancient and mysterious dungeon has been unearthed. Legends whisper of untold treasures and powerful artifacts hidden within its depths, guarded by fearsome monsters and deadly traps. The great volcano casts its ominous shadow over the entrance, a constant reminder of the cataclysm that once shook the world, and perhaps a harbinger of the dangers that lie within the dungeon's twisting passages.

Drawn by the promise of wealth and power, adventurers from all corners of the continent have gathered at the dungeon's entrance, forming tenuous alliances and rivalries in their quest for the hidden treasures. Humans, Elves, Orcs, and Goblins put aside their differences, united by the allure of untold riches and the opportunity to uncover ancient secrets.

Yet, as they delve deeper into the dungeon, they are faced not only with external threats but also with the treachery of their fellow adventurers, each seeking to claim the greatest share of the spoils for themselves.

As the intrepid heroes venture further into the darkness, they will discover that the dungeon is far more than a simple repository of treasures. It is a living, ever-changing labyrinth, where the forces of Order, Chaos, and the other elements of Adania hold sway. The adventurers must use all their cunning and skill to overcome the challenges that await them, for only the most worthy will emerge from the dungeon's depths victorious, laden with the spoils of their conquest and the glory of their deeds echoing throughout the world of Adania.

INCLUDING ADANIA ADVENTURERS:

At the beginning of this game you may show the other players your Adania Adventurer NFT. Make sure they agree first, because these rules are optional! Having an Adania Adventurer entitles you to a bonus ONCE PER GAME depending on your adventurer's race.

Human

When drawing an Ace, you get 2 loot instead of 1. Take the second card from the draw pile. Humans are just so good at seeking out opportunities!

Elf

When drawing a Queen, you avoid the trap entirely! Glorious elves with their quick reflexes, make sure to remind other players of your superiority.

Orc

When drawing a King, add your adventurer's Weapon score to your cards value and scream out, "The weak should fear the strong!"

Goblin

When drawing a Jack, steal 2 loot instead of 1. Sneaky little goblins! Rub your hands together before you steal each card.



ADANIA