

# Quarriors!™ QUARTIFACTS

Original Game Design by Mike Elliott and Eric M. Lang  
Set Design by Andrew Parks and Sara Sterphone  
For 2 to 4 players, ages 14 and up



**H**AIL AND SALUTATIONS, MIGHTY QUARRIOR! IT'S ME, QUIRK HERE TO GREET YOU AGAIN AND WITH GREAT NEWS! QUAXOS HAS RETURNED! THE GREAT AND POWERFUL MYSTIC HAS RESURFACED SINCE HIS LITTLE...UM... 'INCIDENT' WITH A CERTAIN 'QUARMAGEDDON FILLED TRI-CLOPS SKULL.' QUAXOS' TOWER IS BEING RE-BUILT, BUT THERE IS ONE PROBLEM. ALL OF HIS QUARTIFACTS, INCLUDING THE TRI-CLOPS SKULL, HAVE BEEN STOLEN, LOST, OR HIDDEN! IN AN EFFORT TO RETRIEVE HIS ITEMS, QUAXOS HAS ENLISTED HIS OLD FRIEND ERNIE, AN ANCIENT GUIDE, TO RALLY UP THE BRAVEST AND MOST CUNNING QUARRIORS TO HELP IN HIS QUEST! PACK YOUR SACKS, FOLKS! WE'RE GOIN' QUESTING!

CAN YOU ANSWER THE CALL? ARE YOU READY FOR QUESTING OF THE LIKES WHICH HAVE NEVER BEEN SEEN!? CAN SOMEONE GET ME A CHANGE OF UNDERGARMENTS!?!?

## OVERVIEW

Your Creatures can now go on Quests! There are three different Quests included in the *Quartifacts* expansion, and Creatures can now be used to start new Quests or to challenge Quests that are being pursued by their rivals. Of course, you can also keep your Creatures in your Ready Area to attack the Creatures in your opponent's Ready Areas if you'd like, so now you have all kinds of fun places to go!

Each Quest has a Level (1, 2, or 3) and there are four different versions of each Quest, so that allows for lots of questing variety. If a bunch of your Creatures start a Quest and survive till the start of your next turn, then you'll earn Glory for that Quest and even get to roll a special Quest Die. The Quest Die can grant you lots of different rewards, and might even grant you a Quartifact! Quartifacts go into your Ready Area until you choose to attach them to one of your Creatures, who can then amaze and impress their friends with all sorts of special new powers.



SO WHAT ARE WE WAITING FOR!? LET'S GET STARTED ON THOSE QUESTS!

**NOTE:** These rules assume you are using the *Quarmageddon* rulebook when phases are discussed. It is available for download from [wizkidsgames.com/quarriors](http://wizkidsgames.com/quarriors) (click on "How to Play").

## GAME COMPONENTS

The *Quartifacts* expansion includes the following components:

### 36 Cards

- 1 new Basic Card: The Squire
- 15 new Creature Cards
- 8 new Spell Cards
- 12 Quest Cards

### 46 Dice

- 5 Basic Dice (Squire)
- 25 Creature Dice
- 10 Spell Dice
- 6 Quest Dice

### 4 Quest Markers



1 Glory Tracker with extended Glory Points

1 Rulebook (you're reading it!)





## TO QUEST OR NOT TO QUEST

All of the new Creatures and Spells included in this expansion can be used with or without the new Quest Rules. If you want, you can just add those Creature and Spell Cards to the rest of your collection and play the old game without the new Quest Rules. If you decide to do that, just place the Quest Cards and Quest Dice back in the box, as well as the new Squire Basic Card and his corresponding dice (he isn't very useful unless you're playing with Quests!). But if you'd like to go out hunting for Quartifacts, then follow the rules in the next section to set up the Quest Area.

## SETTING UP THE QUEST AREA

After you're done setting up the normal game, proceed with these steps to get yourself ready for Questing:

- 1) Place the Squire Card in the Wilds with the other Basic Cards, and place his 5 dice on top of his card. You can capture him just like any other die in the Wilds, and his text even allows you to capture another die on the same turn. How's that for being helpful? This little guy is only Level 0, which means you can summon him for free!
  - 2) Designate an Area beneath the Wilds and call it the Quest Area. This is where the Quest Cards and Quest Dice are going to go, and where a player's Creature dice will go when they want to start or challenge a Quest. The Quest Area is a new Area of the game, separate from the Wilds and from the players' Ready Areas, so make sure you leave a little space between it and the other parts of the game.
  - 3) There are three Quests Types— Holy Quail (Level 1), Exqualibur (Level 2), and Tri-Clops Skull (Level 3). Each Quest Type has four different versions ( Hunt, Search, Expedition, Quest). The "Expedition" version of each Quest Type assumes you're playing with all previous Quarriors sets ( Rise of the Demons, Quarmageddon, and Quest of the Qladiator). If you're not playing with these sets, remove the Expedition version of each Quest Type. Also, separate the 3 different types of Quest Cards: The number of players in the game will determine how many of these different Quest Types you'll be playing with— the rest go back in the box along with their corresponding Quest Dice.
- 2 players— only keep the Exqualibur (Level 2) Quest Cards  
 3 players— keep the Holy Quail (Level 1) and Tri-Clops Skull (Level 3) Quest Cards  
 4 players— keep all the Quest Cards out...you're playing with the whole enchilada!
- 4) Now shuffle the remaining cards for each Quest Type separately, and then flip one version of each Quest Type face up into the Quest Area. The rest go back in the box. When you're all done, you should have 1, 2, or 3 Quest Cards in your Quest Area (depending on the number of players, see #3 above), and each Quest Card should be a different Level.
  - 5) Each Quest Card has two Quest Dice associated with it. Place each pair of Quest Dice on top of their corresponding Quest Cards. Remember: if you aren't playing with a particular Quest Type (due to the number of players), then just place that Quest's dice back in the box.
  - 6) Give each player a Quest Marker that matches the color of his Glory Track Marker. Players use these to identify their Creatures when they're out questing.

7) When playing with Quests, please use the new Glory Tracker. Since there's all kinds of Glory to be had while Questing, there are more ambitious Glory Goals to be achieved! Consult the Chart at right to see the new Glory Goals. The game doesn't end until either someone reaches the Glory Goal referenced on the chart or there are four or more empty Creature Cards in the Wilds. If you're playing without the Quests, then use the old Glory Tracker instead.

Glory Goals	
# of Players	Required Glory
2	25
3	19
4	15



ALL RIGHT, NOW FOR THE FUN PART! I HOPE YOU TAKE ME WITH YOU.



## NEW PHASE DESCRIPTION

There's now more stuff you can do during each of the game's Phases, so here's a quick list of the Phases with those things included. The new things are in **BOLD**!

1. Score Creatures and **Complete Quests**
2. Draw, Roll, and Ready Dice, and **Attach Quartifacts**
3. Attack Your Rivals, **Start Quests**, and **Challenge Quests**
4. Capture One Quarry Die From the Wilds (optional)
5. Move Dice to Your Used Pile

Phase 3 now provides you with some important new options. Each of the Creatures in your Ready Area can choose to stay there and attack your rivals like normal, or they can move to the Quest Area in order to start a new Quest or to challenge an opponent's Creatures on their Quest. Although you can do these things in any order, you have to decide ahead of time which of your Creatures are staying in the Ready Area and which are going to the Quest Area. Keep in mind that players can cast Spells on Creatures even if they're in the Quest Area unless it's specifically limited to other Areas.

Any Creatures that stay in your Ready Area attack each of your opponents' Creatures in their Ready Areas like normal; they don't affect anything in the Quest Area. Just follow the normal rules for attacking those Creatures. You're allowed to keep some of your Creatures in the Ready Area and send the rest to the Quest Area if you wish.

**IMPORTANT:** Assistants *hate* questing! It makes their tender footsies sore. You must always leave all of your Assistants in your Ready Area, no matter what.

## STARTING A QUEST

Any Creatures that you send to the Quest Area have to stick together. They're a merry band of adventurers now! Therefore, they have to either start the same Quest or challenge the same Quest (i.e. you can only visit one Quest Card per turn).

If there is at least one empty Quest Card, you can choose to have your Creatures **start** that Quest. Simply place your chosen Creature dice beside that Quest Card and they're on their merry way! Of course, you should make sure that the combined Levels of all the Creatures starting the Quest are equal to or greater than the Level of the Quest, or they'll have no chance of completing it. And oh yeah, make sure you put your Quest Marker with your Creatures so they'll remember that they belong to you. If your Creatures survive until the start of your next turn, they *might* succeed in completing the Quest (more on that later).

## CHALLENGING A QUEST

If there is at least 1 Quest Card with your opponents' Creatures beside it, you can **challenge** that Quest. Here's how it works:

1) The Challenging Player places his Creatures in the Quest Area beside that Quest and marks them with his Quest Marker. Both sides then attack each other simultaneously. Each player totals up his Creatures' attack values and inflicts that much damage on his opponent's Creatures. Both sides choose their own defenders one by one until all the damage is accounted for. All destroyed Creatures are returned to their owners' Used Piles. Both players can use Reaction Spells in their Ready Areas during the Challenge; the players go back and forth deciding whether or not to use their Spells until both players have passed in sequential order.

2) The Challenging player immediately scores 1 Glory Point for *each* Creature that he destroys. The original player who was on the Quest doesn't get anything, no matter how many Creatures he kills. Such are the spoils of... well, being a spoiler!

3) If the Quest Card still has one or more of the original Questing Creatures left, then those Creatures are still on the Quest, even though they may have been weakened somewhat by their Challengers. Because the Challengers didn't wipe out all of their foes, any Challenging Creatures who survived return to their owner's Used Pile, exhausted by their efforts! This is true even if they received Glory for killing *some* of the original Questing Creatures.

4) If all the original Creatures who were on the Quest are eliminated, then the Challenging player has the option of having his surviving Creatures start the very same Quest. If he chooses not to, then his surviving Creatures are returned to his Used Pile.

## COMPLETING A QUEST

At the start of a player's turn, if he has Creatures beside a Quest Card, he sees if he completes that Quest. Basically, each Quest has a total Level requirement. So for the Level 1 Quest, you only need a single Level 1 (or higher) Creature to complete it. For a Level 2 Quest, you need either a Level 2 (or higher) Creature or at least two Level 1 Creatures left on the Quest. For a Level 3 Quest, you need either a Level 3+ Creature or some combination that equals 3 Levels or more. You get the idea.

If a player doesn't have enough Levels to complete the Quest (i.e. due to Challenges from other players), then his Creatures return to his Used Pile (in shame!)

If a player *does* have enough Levels, then he successfully completes the Quest. His Creatures still go to his Used Pile (but in victory!). Although he doesn't score the Creatures' normal Glory Points, he does still get to cull one die for each successful Creature returning from the Quest. He then scores the amount of Glory listed on the Quest itself (only one time, **not** once per Creature). Finally, the player gets to roll the Quest Die associated with that Quest and reap the rewards!

**IMPORTANT:** For purposes of card text, a Creature who helps complete a Quest is **not** scoring! A Creature only "scores" when it is in your Ready Area at the start of your turn. When a Quest is completed, it is the Quest that scores, not the Creatures. If you have some Creatures scoring in the Ready Area and some completing a Quest during the same turn, you get to decide which to do first.



## ROLLING THE QUEST DIE

When a player's Creatures complete a Quest, he not only scores Glory but he also gets to roll the Quest Die and reap the rewards! Three of the results on the Quest Die are instant rewards: bonus Quiddity, bonus dice added to the Active Pool, or a special bonus indicated by a large Question Mark that is defined on the corresponding Quest Card. If one of these three results is rolled, the player receives the reward immediately and then returns the Quest Die to its place beside the Quest Card.

## QUARTIFACTS

Three of the results on each Quest Die represent **Quartifacts!** A Quartifact is a magical object with a special name. Sometimes you'll get the Quartifact that the Quest is named after. Other times you'll get a completely different Quartifact. *For example, you might have gone searching for the Holy Quail, but instead you may find the Holy Quill!*

When you discover a Quartifact, place the Quest Die in your Ready Area and be careful to keep the correct Quartifact pip face up. During Phase 2 of your turn, you can **attach** the Quartifact to one of your Creatures after you summon that Creature. The Quest Die is then placed beside that Creature, who is considered to be carrying that Quartifact. The Creature then benefits from the special powers associated with that Quartifact, as defined on the corresponding Quest Card.

**A Quartifact has no power unless it is attached to a Creature.** However, until you decide to attach it to a Creature, you can leave it in your Ready Area where it will remain until one of the following three things happens:

- 1) You attach it to a Creature you summon during Phase 2. The Quartifact stays with the Creature until the Creature scores, completes a Quest, returns from an unsuccessful Quest **or Quest Challenge**, or is destroyed, in which case the Quest Die is returned to the Quest Card. A Quartifact's power is just too much for a Creature to handle for more than one turn!
- 2) You complete another Quest and receive a new Quartifact, in which case the old Quartifact is returned to its Quest Card. You can never own two Quartifacts at the same time, even if they're from different Quests.
- 3) Another player completes the same Quest and there is no Quest Die left (i.e. both dice associated with that Quest have been claimed by other players). In that case, the new player completing the Quest seizes the Quartifact from the hoarding player of his choice and rolls it to determine his own Quest reward as normal. The other player is out of luck!

## IMPORTANT GAME TERMS

Pay attention to these Game Terms used in card text.

- 1) **Questing:** Any Creature who is in the Quest Area, whether pursuing a Quest or challenging a Quest, is considered to be "Questing."
- 2) **Accompany:** Any friendly Creatures who are in the same Area (Ready Area or Quest Area) are said to be "accompanying" one another. Friendly Creatures who are in different Areas aren't accompanying one another, but they can send postcards!
- 3) **Attacking / Defending:** Creatures who are battling one another during a Quest Challenge are considered to be both attacking and defending (since they're all simultaneously beating one another senseless!)
- 4) **Immunity:** Immunity is a special power that was introduced in **Quarmageddon** that protects Creatures from Spell effects and Creature abilities. The protection bestowed by Immunity now extends to the special abilities of Quartifacts as well. Note that Immunity does not protect a Creature from plain old damage during an Attack or a Quest Challenge, and you can always use your own effects and abilities on your own Immune Creatures, even if they ask you really, really nicely not to!



**BY THE WAY, IF AN EFFECT EVER REDUCES A CREATURE'S SUMMONING COST BELOW ZERO, THEN THE COST IS CONSIDERED ZERO. TAKE THAT, RULES LAWYERS!**

## EXPERT RULES AND QUESTING

The **Quarmageddon** set introduced the Expert Rules that only permit a player to cull the actual dice that score and prohibit a player from receiving Glory unless he culls those dice. When using the Expert Rules with Questing, a player who completes a Quest can only cull the Creatures who successfully completed that Quest. Furthermore, a player cannot score Glory for a Quest unless he culls all the Creatures who completed that Quest. However, a player who does not wish to cull all of his Questing Creatures may still roll the Quest Die and receive its reward.

## Fun Facts !



Did you know there are Quorlids events where you can meet with others to find out if you are the best Quarrior? Go to [www.wizkidsgames.com](http://www.wizkidsgames.com) to find out more and find the Quarriors section of the site or ask your local retailer who carries Quarriors! There are instore events as well as convention events planned.

## DID YOU KNOW?

Expansions:



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www.necanline.com

WIZKIDS/NECA, LLC  
603 Sweetland Ave.  
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