



DRAWN TO ADVENTURE



Drawn to Adventure is a dice-drafting Roll & Write game for 2-4 players that takes 45-60 minutes to play.

Components

- 4 spiral-bound dry-erase Adventure Book
- 4 Jumbo sized dry-erase Character Class cards
- 4 Adventurer meeples
- 4 Dry-erase markers
- 1 First Player Bonus Die
- 9 Quest Dice
- 48 Mini sized Side Quest cards

Object of the Game

Each player will use abilities to complete quests while exploring the realm over a three-map adventure. Completed quests give rewards such as mana to activate special powers, experience to level up your character, and, of course, treasure! After the adventure is over, the player with the most valuable treasure wins!

Setup

1. Each player takes 1 Adventure Book, 1 dry-erase marker, and 1 Adventurer meeple.
2. Each player takes 1 of the double-sided Character Class cards and chooses one of the characters to play. The chosen characters are kept face-up near each player's Adventure Book.
3. Form a supply of the First Player Bonus Die and 2 Quest Dice per player plus one. For instance, a 3-player game will use the First Player Bonus Die and 7 Quest Dice. Any excess Quest Dice will not be used in the game.
4. The last player to have slain a dragon becomes the Start Player. In the unlikely event that no players have slain a dragon, the youngest player becomes the Start Player.
5. The Start Player rolls one Quest Die. If a  ,  or  is rolled, all players will start on the Human map in their Adventure Books. If a  ,  or  is rolled, all players will start on the Dwarf map in their Adventure books.
6. Shuffle the 8 Side Quest cards that match the starting map and place them in a deck accessible to all players, face up.
7. Each player places their Adventurer meeple on the Start Hexagon of their map.



The Game Round

Drawn to Adventure is played over an indeterminate number of rounds with the following steps:

1. The Start Player rolls all the dice.
2. In clockwise order, beginning with the Start Player, each player selects one die. The Start Player may choose to select the Start Player Bonus Die or a Quest Die. If they do not select the Bonus Die, it is set aside nearby, but it may not be selected to use this round.
3. Once the last player has selected their first Quest Die, each player selects a second Quest Die in counter-clockwise order starting with the last player (in what is commonly known as a “snake-draft”). This will leave one un-selected Quest Die.
4. Then, simultaneously, each player uses their two dice to move their Adventurer meepile, complete active Quests, activate Special Powers, and/or add Abilities to their Reserve.
5. After the round is completed, the next player clockwise from the previous Start Player becomes the new Start Player and takes all the dice, along with the Start Player Bonus Die.

The Quest Dice

Each face on a Quest Dice represents a different Ability. Mana is used to reserve an extra Potion, whereas all other abilities are used to complete active Quests, move, and activate Special Powers, etc...



Close Combat



Ranged Attack



Wisdom



Luck



Skeleton Key



Mana (Potion)



First Player Bonus Die

The First Player Bonus Die has 5 different abilities:

3x - gain three of the Ability of the second drafted die



- gain 4 Mana (Potions)



- gain 1 Experience



- gain a Free Movement in any direction or 1 Silver



- gain a Free Movement in any direction
or fill in any single requirement on an available Quest

The Adventure Book

The adventure book consists of six unique maps that players will explore to complete Quests and earn rewards. In a single game, players will use three of the six maps.

Quest States

Each map is made of hexagons representing Quests. Each Quest is in one of three states:

Completed - Quests where all required Abilities have been filled in. Indicated by drawing an X through the hexagon.

Available - The incomplete Quests directly adjacent to the player's Adventurer meeple.

Unavailable - All incomplete Quests not directly adjacent to the player's Adventurer meeple.

At the beginning of the game, the Start and Village hexagons are considered completed Quests.



Using Drafted Dice

On every turn, after selecting both dice, players will simultaneously use both take dice to take actions, such as move their Adventurer meeples across the map, complete available Quests, and add Abilities to their Reserves.

Moving

Each Ability has a corresponding movement direction. The player may use an Ability either from a drafted die or their Reserve to move in the Ability's given direction across the map. The player may move as far as they wish through completed hexagon in the same direction, but may not enter or move through incomplete Quests or obstacles. Once a die has been used to move, it is exhausted and may not be used for other actions.



Completing Quests

Players may use drafted dice as well as Abilities from their reserve to complete available Quests by filling in the boxes matching the die faces selected. Once all requirements on a Quest have been filled in, the Quest is completed and the player draws an X over the hexagon.



- Either of the two Abilities may be used to complete the requirement.



- Both Abilities must be used at once to complete the requirement.



Quest Rewards

When Quests are completed, the player earns different rewards:

Mana - The player earns a Mana for each Potion symbol. To note this, the player outlines a dotted Potion circle on the top section of their Adventure Book. As the player later uses this Mana for Special Powers, they will fill in the required number of previously outlined Potion circles. Once a Potion has been filled in, it cannot be used again.

Treasure - Treasure counts as points at the end of the game. Silver, Gold, and Gems are worth 1, 2, and 3 points, respectively. To keep track of treasure earned, players mark the corresponding treasure icons on the top section of their Adventure Books.

Experience - Experience is used to gain Character Class Special Powers. Whenever a player earns an Experience, they may fill in one Experience Box on their Character Class card. Once all the boxes next to a Special Power have been filled in, the Special Power is considered unlocked, and they may use that Special Power for the rest of the game, minding any additional requirements.

Free Move - The player may move their Adventurer meeples in any one direction they choose, minding the usual movement rules.

Complete a Requirement - The player may complete any single requirement on an available Quest.

First to complete only - Any rewards/effects that have this symbol are only earned by the first player to complete the associated Quest. If multiple players complete the Quest on the same round, they each earn the reward/trigger the effect. When a player completes a Quest with one of these icons, they must announce it to the other players. Then all other players must draw a small X on the reward/effect to indicate it cannot be earned/triggered on future rounds.

Reserve

A player may choose to reserve one or both Abilities drafted from their dice for use on a future turn. To note this, the player outlines a dotted circle around the matching icon in the Reserve area of their Adventure Book. Later, they may fill in a reserved Ability circle to use this Ability for movement or completing Quests, as per usual. Each ability may only be reserved twice per map (if there are no matching icons left to outline).

Caves & Ports

Caves and ports are special quests that allow a player to move quickly around a map.

Caves

Caves may be used to travel back and forth across the map. When a player completes the quest for the cave entrance (the hexagon requiring a skeleton key), they then draw an X over the the exit of the cave as well. For the rest of the map, whenever the player moves their meeple onto either of the cave hexagons, they immediately move their meeple to the other cave hexagon.



Ports

Ports may be used to take a one-way trip across the map. After a player has completed a port hexagon, for the rest of the map they may move their player meeple onto the port hexagon and then immediately move it to any of the dotted dock hexagons. Do not draw an X through the dock hexagon - when a player moves off the dock they may not move back onto the dock without traveling back to the port.

Side Quests

Each map has one or more Village hexagons. When a player moves their Adventurer meeple onto a Village, they immediately draw a Side Quest card from the bottom of the deck. They keep the card face-up in front of themselves, until it is later completed (or discarded after the map is completed). Players may not look at the other side of the card unless the face up part of the Side Quest has been completed.

To complete a Side Quest, the player must move their Adventurer meeple to the indicated hexagon (marked with "A", "B", "C", or "D") and then spend Abilities and/or Mana, all while their meeple is still on the given hexagon). The player then flips the card over and earns the rewards shown at the top of the card.



Side Quests have two parts: the "first leg" and the "second leg". Once the first leg has been completed, the card is flipped, as noted above. Then the player may choose to complete the second leg, as shown on the lower part of the card. If they complete the second leg, they gain the rewards shown on the lower half of the card. Then the card is discarded.



Players may not have more than one Side Quest card at a time. If the player completes and discards a Side Quest, they may return to a Village to get a new Side Quest (if there are any remaining).

If a player has not finished their Side Quest card by the end of the map, it is discarded. There is no penalty for having incomplete Side Quest cards.

Tip! - Do not ignore Side Quests! Experience and large amounts of treasure can be earned by completing Side Quests!

Special Powers

Players have access to four common Special Powers as well as four unique Character Class Special Powers that can be unlocked by gaining Experience.

Common Special Powers



- Convert any two abilities into any one Ability of another type. This may be from drafted or reserved Abilities. For example, 1 and 1 may be converted to 1.
- Spend 1 mana to reroll one or both drafted dice.
- Spend 2 mana to flip one drafted die to its opposite side. Tip! The windrose shows the which die faces are opposite each other.
- Spend 3 mana to move in any direction, minding the usual movement rules.

Character Class Special Powers

Each Character Class has four Special Powers that can be earned by using Experience. Some Character Class Special Powers are “ongoing”, while others require spending Mana and/or Abilities to activate them. Special Powers may be activated repeatedly on the same round, as long all the requirements can be met with each instance.



Character Class Special Powers

Completing a Map

Each map contains four Boss Monster Quests. Once any player has completed three of their Boss Monster Quests, the current round is finished, and then **one additional round** is played on the current map before it is considered complete.

- When the first map is completed, the current Start Player rolls 1 Quest Die. If a sword, target or book is rolled, players move to the Trobit map. If a key, horseshoe, or mana is rolled, players move to the Hobbit map.
- When the second map is completed, the current Start Player rolls 1 Quest Die. If a sword, target or book is rolled, players move to the Green Elf map. If a key, horseshoe, or mana is rolled, players move to the Elf map.
- When the third map is completed, the game ends and scores are determined.

When moving to a new map, complete the following steps:

1. Each player adds all Silver they have earned and writes this sum in the chest next to the Silver icons on the new map. Then they do the same for Gold and Gems.
2. Any unused Mana is moved to the new map. Players outline circles around the appropriate number of Potion icons on the new map's upper area.
3. Any unused Abilities in Reserve are moved to the new map. Players outline circles around the appropriate Ability icons on the new map's Reserve.
4. Each player places their Adventurer meeples on the new map's Start Hexagon.
5. Discard any incomplete Side Quest cards.
6. Shuffle the new map's Side Quest cards and place them in a deck accessible by all players, the same way as done in setup (with the deck face up).
7. The next player in clockwise order becomes the new Start Player.

End Game

After the third map has been completed, each player sums their treasure. Each Silver is worth 1 point, Gold is worth 2 points, and Gems are worth 3 points. The player with the most points wins. In the event of a tie the player with the most unused Abilities in their Reserve wins. If still tied, the player with the most unused Mana wins. If there is still a tie the victory is shared.

Special Map Rules

Trobit

There are five quests located in the Great Swamp on the trobit map that have dotted requirements. The first player(s) to complete these quests do not have to complete the dotted requirement. All other players must then fill in the dotted line, and must complete this requirement to complete the quest.

Halfling

There are six quests that give barrels of mead as rewards located on the Halfling map. To note this, the player outlines a dotted barrel of mead circle on the top section of their Adventure Book. Once per turn a player may spend a barrel to complete any requirement in an available shire quest - including requirements that require the use of two abilities on the same turn.

Green Elf

The three dock quests have islands with buried treasure! When a player's meeples are on one of the dock hexagons the player may use a skeleton key to claim the treasure. The player draws an X over just the treasure - the hexagon is not considered complete.

Elf

There are several quests that have requirements with the reserve icon. To complete these requirements, the player must use abilities from reserve. There are also quests with bridge rewards. When a player completes one of these quests, they immediately complete the bridge hexagon with the matching number. When a player completes the central island quest, they may complete either of the bridge hexagons.