



What the Hex!?

players: 2-5

age: 12+

time: 120m

components

60 Chamber hexes & 5 Wall hexes
60 Monster cards & 60 Monster tokens & 1d6
5 Wizard cards & 5 Role cards & 5 Wizard tokens & 1 Time token & 4 action guides
160 Quest tokens & 32 Quest guides
30 Treasure cards & 10 Quest cards
34 Spell cards & 6 Quest cards
60 Energy cards & 1 Energy guide & 120 Damage tokens

set up

- Chambers**
 - Place the "Spiral Staircase" Chamber on a table.
 - Shuffle the remaining Chambers to create a Chamber deck.
- Monsters**
 - Shuffle the Monster cards to create a Monster deck.
 - Set the Monster tokens and Damage tokens aside.
- Wizards**
 - Each player chooses a Wizard card and takes a random Goal card. Remove the rest.
 - Each player places their Wizard pawn in the "Spiral Staircase" Chamber.
 - Shuffle the Wizard cards, then lay them out in a line to form the Timeline.
 - Place the Time token on the first Wizard card.
- Treasures**
 - Split the Treasure cards into 10 equal piles. Shuffle 1 Quest card into each pile.
 - Combine these piles into a Treasure deck.
- Spells**
 - Each player takes their starting Spell, as indicated on the Wizard card.
 - Split the remaining Spell cards into 6 equal piles. Shuffle 1 Quest card into each pile.
 - Combine these piles into a Spell deck.
- Energy**
 - Each player places their Wizard's starting Energy cards in front of them.
 - Shuffle the remaining Energy cards into an Energy deck.

elements

- Each element has an advantage over 2 other elements:
 - Air > Nature > Water > Stone > Fire > Air
 - Air > Water > Fire > Nature > Stone > Air
- An **Aether** Energy card acts as a wild card and can be played as any element.
- A Spell's Energy cost is reduced by 1 Energy of the casting Wizard's element.

timeline

- The Timeline indicates turn order; the Time token indicates the current turn.
- After the Time token reaches the last card in the Timeline, it jumps to the first.
- When drawing a Monster, insert it just before you in the Timeline.

- actions
1. When the Time token reaches your Wizard card, it is your turn.
 - a. **Optionally defer** by swapping your Wizard card with the next card in the Timeline.
 2. On your turn, take up to 3 actions:
 - a. **Rest.** Draw 3 Energy cards from the Energy deck, if there are no Monsters present.
 - b. **Reveal.** If your current Chamber has an open side, reveal a new Chamber from the deck, and place it there, in any rotation.
 - i. It cannot be placed such that there is a mismatch between two edges of types **Water**, **Fire**, **outside**, or neutral path. (A **Stone** barrier can be adjacent to anything.)
 - ii. If this one can't be placed, skip it and draw another. (If all fail, use a wall tile.)
 - iii. Otherwise, move your Wizard there, then perform the "Reveal" event.
 - c. **Walk.** Your Wizard token moves to an existing adjacent Chamber.
 - i. You cannot move through a barrier.
 - ii. If you exit a Chamber with a Monster, give it 1 Energy, Spell, or Treasure card.
 - d. **Activate.** Use your current Chamber's ability, if no Monsters are present.
 - e. **Cast.** Discard Energy cards to use one of your Spells.
 - f. **Give.** Exchange Treasures, Spells, and Energy cards with Wizards in this Chamber.
 3. On a Monster's turn:
 - i. If a Monster begins in a Chamber with Wizards, it attacks.
 - ii. Otherwise, if it begins in an Air Chamber, it escapes.
 - iii. Otherwise, if it begins in its Home Chamber, it is discarded.
 - iv. Otherwise, if there is a Wizard within its Move range, it moves there and attacks.
 - v. Otherwise, it moves towards the nearest Air Chamber. Note that some Monsters move more than 1 Chamber, and/or through certain barriers.

- attacks
1. When a Monster is attacked, place 1 Damage token on its Monster card.
 - i. When a Monster is attacked by a Spell with advantage, double the damage.
 - ii. When the Damage tokens meet or exceed its health, discard the Monster card. **Take any Energy, Spells, and Treasures** it was given, plus whatever it "drops".
 2. When a Wizard is attacked, each damage forces the Wizard to discard 1 Energy.
 - i. When a Wizard is attacked by a Monster with advantage, double the damage.
 - ii. If you have 0 Energy, your Wizard is Hexed until your next turn:
 - i. Move your Wizard token to the "Spiral Staircase" Chamber. Your turn is over.
 - ii. Give the Monster your Treasure cards and Spell cards.
 - iii. On your next turn, acquire your starting Spell and starting Energy cards.

- limits
1. When you acquire more than 3 Spell cards or 3 Treasure cards, discard down to 3.
 2. When you acquire more than 6 Energy cards, discard down to 6.

- special rules
1. When a deck is exhausted, shuffle the corresponding discard into a new deck.
 2. Treasures passively affect all Wizards in a Chamber.
 3. When a Quest card is revealed, insert it into the Timeline before now. The Wizard takes the next Treasure instead; find the Quest guide corresponding to that Treasure.

- end-game
1. The Wizards win when they all complete their Role's Goals.
 2. The Wizards lose if 3 Monsters escape, or if 3 Quests are lost.

Chambers (60 | 5)

name	a	f	n	w	on reveal	on activate
Spiral Staircase	✓				+1 Spell	Go to any Air Chamber
Ventilation Shaft	✓				+1 Energy	Go to any Chamber
Ravine	✓				+1 Monster	Move a Monster here
Sinkhole	✓				+1 Monster	Stun 1 adjacent Monster
Ancient Ruins	✓	✓		✓	+1 Treasure	Arrange deck: top 6 Chambers
Kitchen	✓				+1 Energy	+5 Energy
Volcano	✓	✓			+1 Monster	Send 1 Spell to any Wizard
Secret Door	✓	✓	✓	✓	+1 Spell	Convert 3 Energy → Spell
Field	✓		✓		+1 Energy	Go to any Air Chamber
Atrium	✓		✓		+1 Monster	Convert Spell → Treasure
Cove	✓			✓	+1 Monster	Convert 3 Energy → Treasure
Well	✓			✓	+1 Treasure	+5 Energy
Lava River		✓			+1 Monster	+1 Spell
Lava Pool		✓			+1 Monster	Go to any Fire Chamber
Forge		✓			+1 Treasure	+1 Treasure
Hell Hole		✓			+1 Monster	Go to any Fire Chamber
Lavafalls		✓			+1 Monster	Send 1 Treasure to a Wizard
Molten Glass		✓			+1 Monster	Convert Treasure → Spell
Chasm Bridge		✓			+1 Monster	Move a Monster here
Tar Pit		✓			+1 Monster	Swap any 2 in Timeline
Armory		✓		✓	+1 Monster	+1 Treasure
Fern Forest		✓	✓	✓	+1 Monster	+3 Energy from discard
Obsidian Wall		✓		✓	+1 Spell	+1 Spell from discard
Underwater Vents		✓		✓	+1 Monster	+1 Spell from discard
Mushroom Grove			✓		+1 Monster	+3 Energy from discard
Tree Roots			✓		+1 Energy	Send 1 Spell to a Wizard
Spider Web			✓		+1 Monster	Move a Monster here
Snake Pit			✓		+1 Monster	+3 Energy from discard
Bat Cavern			✓		+1 Monster	Go to any Nature Chamber

Labyrinth			✓		+1 Monster	+1 Spell from discard
Insect Mounds			✓		+1 Monster	Go to any Nature Chamber
Vine Jungle			✓		+1 Monster	Cast 1 Spell anywhere
Magic Garden			✓		+1 Spell	+1 Spell
Marsh			✓	✓	+1 Monster	Stun 1 adjacent Monster
Moss Island			✓	✓	+1 Energy	Swap any 2 in Timeline
Coral Reef			✓	✓	+1 Monster	Convert 3 Energy → Spell
Boiling Lake		✓		✓	+1 Monster	Stun 1 adjacent Monster
River				✓	+1 Monster	Go to any Water Chamber
Waterfall				✓	+1 Energy	Send 1 Treasure to a Wizard
Mud Pit				✓	+1 Monster	Stun 1 adjacent Monster
Spring				✓	+1 Monster	Arrange deck: top 6 Energy
Still Lake				✓	+1 Monster	+1 Treasure from discard
Whirlpool				✓	+1 Monster	Move a Monster here
Glacier				✓	+1 Monster	Convert Spell → Treasure
Shipwreck				✓	+1 Treasure	+1 Treasure from discard
Rapids				✓	+1 Monster	Go to any Water Chamber
Ice Cave				✓	+1 Monster	Convert 3 Energy → Treasure
Temple				✓	+1 Spell	Go to any Chamber
Vault					+1 Monster	Arrange deck: top 6 Treasures
Pit Mine					+1 Treasure	+1 Treasure
Library					+1 Spell	Arrange deck: top 6 Spells
Fortress					+1 Monster	Stun 1 adjacent Monster
Crossroads		✓		✓	+1 Monster	Convert Treasure → Spell
Wine Cellar					+1 Energy	+5 Energy
Crypt					+1 Monster	Arrange deck: top 6 Monsters
Scrap Heap					+1 Monster	+1 Treasure from discard
Obelisk					+1 Spell	Cast 1 Spell anywhere
Bottomless Pit					+1 Monster	Discard 1 adjacent Monster
Camp					+1 Monster	Swap any 2 in Timeline
Crystal Cave					+1 Treasure	+1 Spell

Monsters (6 | 36 | 60)

name	description	#	e	h	move	d	target	action	home
Nest	monster spawn	1	a	5	0	S	-	Completely heal all Air Monsters. If alone, add 1 Monster.	-
Pixie	tiny flying person	3	a	1	1 W F	E	random	Deal 1 damage.	Magic Garden
Coatl	feathered serpent	2	a	3	1 W F	S	all	Deal 1 damage. Discard 1 Air Energy.	Marsh
Griffin	lion/eagle	1	a	5	1 W F	T	most Energy	Deal 2 damage. Push Wizard to any adjacent Chamber.	Temple
Pegasus	flying horse	1	a	5	2 W F	T	random	Deal 1 damage. Take a random Monster when moving.	Fortress
Thunderbird	lightning falcon	1	a	5	2 W F	T	most Energy	Deal 3 damage to a Wizard, then 2 to another, then 1 to the rest.	Chasm Bridge
Raiju	thunder wolf	1	a	5	1	T	next in Time	Deal 2 damage. Slide Wizard right before this in the Timeline.	Obsidian Wall
Inferno	monster spawn	1	f	5	0	S	-	Completely heal all Fire Monsters. If alone, add 1 Monster.	-
Imp	horned cave demon	3	f	2	1 F	E	least Energy	Deal 1 damage.	Tar Pit
Basan	firebreath rooster	2	f	1	1 F	S	all	Deal 1 damage to all Wizards and other Monsters.	Fern Forest
Ifrit	flying fiery fiend	1	f	4	1 F	T	all	Deal 1 damage. Discard 1 Fire Energy.	Molten Glass
Cerberus	3-headed dog	1	f	5	1 F	T	all	Deal 2 damage. Discard 1 Spell.	Hell Hole
Phoenix	firebird of rebirth	1	f	5	2 W F	T	next in Time	Deal 2 damage. Slide Wizard right before this in the Timeline. Go to deck if killed.	Lava Pool
Dragon	flying lizard beast	1	f	7	2 W F	T	most Treasure	Deal 3 damage. Discard 1 random Treasure.	Vault
Hive	monster spawn	1	n	5	0	S	-	Completely heal all Nature Monsters. If alone, add 1 Monster.	-
Jackalope	rabbit with antlers	3	n	1	1	E	least Spells	Deal 1 damage. Draw 1 Monster if alone.	Vine Jungle
Treant	walking tree	2	n	3	1	S	next in Time	Deal 2 damage. Slide Wizard right before this in the Timeline.	Tree Roots
Manticore	winged lion/scorpion	1	n	5	1 W F	T	all	Deal 1 damage. Discard 1 Nature Energy.	Insect Mounds
Ogumo	giant spider	1	n	5	2	T	least Energy	Deal 2 damage. Pull in all Wizards from adjacent Chambers.	Spider Web
Minotaur	bull-headed man	1	n	5	1	T	most Energy	Deal 2 damage. Discard 1 Spell.	Labyrinth
Hydra	multiheaded snake	1	n	5	1	T	# damage + 1	Deal 2 damage. Discard 1 Treasure.	Snake Pit
Crevice	monster spawn	1	s	5	0	S	-	Completely heal all Stone Monsters. If alone, add 1 Monster.	-
Goblin	cave-dweller orc	3	s	2	1	E	least Energy	Deal 1 damage.	Scrap Heap
Gargoyle	flying statue	2	s	2	1 W F	S	most Spells	Deal 1 damage. Push Wizard to random adjacent Chamber.	Crypt
Basilisk	stone-gaze snake	1	s	4	2	T	next in Time	Deal 2 damage. Slide Wizard right before this in the Timeline.	Obelisk
Bulgasari	metal-eating elephant bear	1	s	4	1	T	most Treasure	Deal 1 damage. Discard 1 random Treasure.	Armory

Golem	stone automaton	1	s	5	1 S	T	all	Deal 1 damage. Discard 1 Stone Energy.	Forge
Khorkhoi	sandworm	1	s	6	2 S	T	all	Deal 2 damage.	Pit Mine
Trench	monster spawn	1	w	5	0	S	-	Completely heal all Water Monsters. If alone, add 1 Monster.	-
Selkie	mermaid	3	w	2	1 W	E	most Energy	Deal 1 damage.	Still Lake
Hippocamp	water horse	2	w	2	2 W	S	random	Deal 1 damage. Take a random Monster when moving.	Whirlpool
Jotun	frost giant	1	w	4	1 W	T	next in Time	Deal 2 damage. Slide Wizard right before this in the Timeline.	Glacier
Makara	elephant/crocodile	1	w	4	1 W	T	all	Deal 1 damage. Discard 1 Water Energy.	Spring
Karkinos	giant crab	1	w	5	1 W	T	most Treasure	Heal 2. Discard 1 random Treasure.	Coral Reef
Kraken	squid monster	1	w	6	2 W	T	all	Pull in Wizards from adjacent Chambers. Deal 2 damage.	Shipwreck
Doorway	monster spawn	1	p	5	0	S	-	Completely heal all Aether Monsters. If alone, add 1 Monster.	-
Will-o-wisp	ghost light	3	p	1	1 W F	E	all	Pull in Wizards from adjacent Chambers.	Crossroads
Alebrije	butterfly/chimera	2	p	3	1 W F	S	all	Deal 1 damage. Discard 1 Aether Energy.	Crystal Cave
Kitsune	shapeshifter fox	1	p	4	1	T	random	Act as any Monster in this Chamber. If none, deal 1 damage.	Camp
Genie	flying magician	1	p	5	1 W F	T	most Spells	Use a random attack Spell of this Wizard, then discard it.	Library
Unicorn	horned stallion	1	p	5	2	T	most Energy	Deal 2 damage. Heal all Monsters in this Chamber by 1.	Waterfall
Tarasque	lion/turtle/bear	1	p	6	1	T	most Energy	Discard 1 random Spell. Push Wizard to any adjacent Chamber.	River

Wizards (5)

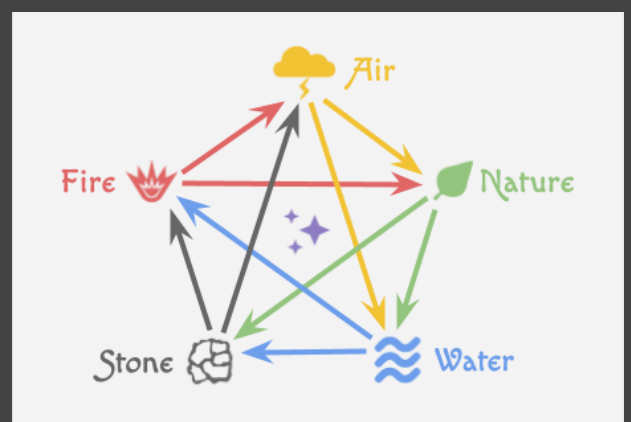
name	element	Spell	Energy
Aerla	Air	Lightning Bolt (costs 1 Air) Deal 1 damage to a Monster in this Chamber.	3 Air, 1 Nature, 1 Water
Ignus	Fire	Fire Ball (costs 1 Fire) Deal 1 damage to a Monster in this Chamber.	3 Fire, 1 Air, 1 Nature
Florelai	Nature	Poison Spores (costs 1 Nature) Deal 1 damage to a Monster in this Chamber.	3 Nature, 1 Stone, 1 Water
Geodor	Stone	Rock Volley (costs 1 Stone) Deal 1 damage to a Monster in this Chamber.	3 Stone, 1 Air, 1 Fire
Aquielle	Water	Frost Beam (costs 1 Water) Deal 1 damage to a Monster in this Chamber.	3 Water, 1 Fire, 1 Stone

Roles (5)

name	limit change	first...	then...	finally...
Healer	+3 Energy	complete a Quest	acquire 6 same Energy	go to an Air Chamber
Collector	+2 Treasures	complete a Quest	acquire 5 Treasures	go to an Air Chamber
Scholar	+2 Spells	complete a Quest	acquire 5 Spells	go to an Air Chamber
Slayer	+3 Energy	complete a Quest	defeat 6 Monsters	go to an Air Chamber
Adventurer	+1 Spell & +1 Treasure	complete a Quest	complete an extra Quest	go to an Air Chamber

Energy (60)

element	#	advantage
Air	10	Nature & Water
Fire	10	Air & Nature
Nature	10	Water & Stone
Stone	10	Fire & Air
Water	10	Stone & Fire
Æther	10	use as any element



Treasures (30)

name	type	effect
Rubber Trousers	defense	Wizards block all Air damage.
Fireproof Cloak	defense	Wizards block all Fire damage.
Spidersilk Sweater	defense	Wizards block all Nature damage.
Platinum Shield	defense	Wizards block all Stone damage.
Umbrella Staff	defense	Wizards block all Water damage.
Thunder Bow	attack	Air Spells deal double damage.
Flame Blade	attack	Fire Spells deal double damage.
Wildwood Wand	attack	Nature Spells deal double damage.
Glowstone Hammer	attack	Stone Spells deal double damage.
Seafarer's Trident	attack	Water Spells deal double damage.
Lightning in a Bottle	spells	Spells can be cast with 1 less Air Energy.
Everfire Candle	spells	Spells can be cast with 1 less Fire Energy.
Magic Panflute	spells	Spells can be cast with 1 less Nature Energy.
Mystic Gems	spells	Spells can be cast with 1 less Stone Energy.
Chalice of Holy Water	spells	Spells can be cast with 1 less Water Energy.
Crown of Clouds	wildcard	Wizards can move from one Air Chamber to another.
Ring of Resistance	wildcard	Wizards can move across Fire barriers.
Somewhere Scarf	wildcard	Wizards can move from one Nature Chamber to another.
Metamorphic Medallions	wildcard	Wizards can move through Stone barriers.
Aquatic Amulet	wildcard	Wizards can move across Water barriers.
Bed in a Bag	actions	Wizards can take 1 extra Rest action.
Sandals of Speed	actions	Wizards can take 1 extra Walk action.
Sorcerer's Broomstick	actions	Wizards can take 1 extra Activate action.

Power Gloves	actions	Wizards can take 1 extra Cast action.
Self-drawing Map	actions	Wizards can take 1 extra Reveal action.
Kaleidoscope	choice	When drawing a Chamber: draw 2, choose 1, discard 1.
Quantum Mirror	choice	When drawing a Monster: draw 2, choose 1, discard 1.
Enchanted Shovel	choice	When drawing a Treasure: draw 2, choose 1, discard 1.
Talking Tome	choice	When drawing a Spell: draw 2, choose 1, discard 1.
Herbal Tea	choice	When drawing Energy: draw $X + 3$, choose X , discard 3.

Spells (24 + 10)			
name	type	description	cost
Lightning Bolt	basic attack	Deal 1 damage to a Monster in this Chamber.	1 Air
Fireball	basic attack		1 Fire
Poison Spores	basic attack		1 Nature
Rock Volley	basic attack		1 Stone
Frost Beam	basic attack		1 Water
Magic Arrow	basic attack	Deal 2 damage to a Monster in this Chamber.	1 Aether
Fly	movement	Move from an Air Chamber to another.	1 Air
Firewalk	movement	Move across a Fire barrier.	1 Fire
Re-root	movement	Move from a Nature Chamber to another.	1 Nature
Tunnel	movement	Move across a Stone barrier.	1 Stone
Waterwalk	movement	Move across a Water barrier.	1 Water
Portal	movement	Move to any Chamber with another Wizard.	1 Aether
Gust	move attack	Move a Wizard 1-2 Chambers. - OR - Move a Monster 1-2 Chambers & deal 2 damage.	2 Air
Blast	move attack		2 Fire
Vines	move attack		2 Nature
Quake	move attack		2 Stone
Riptide	move attack		2 Water
Telekinesis	move attack	<i>As above, but 3 damage.</i>	2 Aether
Chain Lightning	ultimate	Deal 4 damage to a Monster here or adjacent Chamber. Then 3 to another there or adjacent; then 2; then 1. Blocked by a Fire or Stone barrier.	4 Air
Flame Thrower	ultimate	Deal 3 damage to all Monsters here and in 2 adjacent Chambers. Blocked by a Stone or Water barrier.	4 Fire
Plague	ultimate	Deal 2 damage to all Monsters in this Chamber and each adjacent Chamber. Blocked by a Fire or Stone barrier.	4 Nature

Rolling Boulder	ultimate	Deal 3 damage to all Monsters in an adjacent Chamber and each one connected, moving in a straight line. Stops at a Stone or Water barrier.	4 Stone
Flood	ultimate	Deal 3 damage to all Monsters in this Chamber and in every Chamber connected to it and each other by Water barriers.	4 Water
Implosions	ultimate	Deal 6 damage across one or more Monsters, in any Chamber(s).	4 Æther
Smoke Signal	combination	Move a Wizard from anywhere to this Chamber.	1 Air 1 Fire
Carrier Creature	combination	Send a Treasure or Spell to a Wizard in any Chamber.	1 Air 1 Nature
Sandstorm	combination	Move all Monsters in this Chamber to an adjacent one.	1 Air 1 Stone
Cloud Cover	combination	Move up to 2 Chambers, but don't trigger anything.	1 Air 1 Water
Bonfire	combination	Move all adjacent Monsters into this Chamber.	1 Fire 1 Nature
Alchemy	combination	Discard a Treasure and draw a new one.	1 Fire 1 Stone
Steam Jets	combination	Activate this or adjacent Chamber, even with Monsters.	1 Fire 1 Water
Terraform	combination	Discard an adjacent Chamber and draw a new one.	1 Nature 1 Stone
Healing Elixir	combination	All Wizards in this or adjacent Chamber draw 3 Energy.	1 Nature 1 Water
Mudslide	combination	Slide a Monster in this Chamber anywhere in the Timeline.	1 Stone 1 Water

Quests (1 | 30)

Treasure Rubber Trousers

reveal 1. Set the Rubber Trousers aside.

Quest 1. A Wizard takes a Quest token when entering one of these Chambers: Vine Jungle, Fern Forest, Tree Roots.
2. A Wizard with a Quest token takes the Rubber Trousers when entering one of these Chambers: Forge, Armory, Camp.
3. A Wizard with the Rubber Trousers completes the Quest when entering one of these Chambers: Field, Atrium, Cove.

done if... The Wizard with the Rubber Trousers enters the Field, Atrium, or Cove. This Wizard draws 1 Spell and 3 Energy.

lose if... Any Wizard is Hexed by an Air Monster.

Treasure Fireproof Cloak

reveal 1. Draw 1 Monster into each Chamber with a Fire barrier.
2. Insert these into the Timeline right before now.

Quest 1. During this Quest, the Wizard with the Fireproof Cloak can move through Fire barriers.
2. Add a Quest token to the Quest card each time the Fireproof Cloak moves through a Fire barrier.

done if... The Quest card has 6 Quest tokens.

lose if... The Fireproof Cloak is discarded in any way.

Treasure Spidersilk Sweater

reveal 1. If the Ogumo is not out, insert it into the Timeline right before now.
2. Move the Ogumo to a random Chamber adjacent to the Spidersilk Sweater.
3. Set the Spidersilk Sweater aside.
4. If the Spider Web is not out, put it atop the Chamber deck.

Quest 1. Get the Ogumo to the Spider Web.
2. While the Ogumo is at the Spider Web, use 3 actions.

done if... A Wizard spends 3 actions in the Spider Web with the Ogumo. Take the Spidersilk Sweater and discard the Ogumo.

lose if... The Ogumo is killed.

Treasure Platinum Shield

reveal 1. If the Bulgasari is not out, insert it into the Timeline right before now.
2. Move the Bulgasari to a random Chamber adjacent to the Platinum Shield.

Quest 1. Bring the Platinum Shield to the Forge, Armory, or Camp.

	<p>2. When this Quest comes up in the Timeline, add a Quest token to it if there are no Monsters in that Chamber</p> <p>3. The Bulgasari moves towards the Platinum Shield.</p>
done if...	There are no Monsters in that Chamber when the Quest comes up in the Timeline again.
lose if...	The Platinum Shield is discarded in any way.
Treasure	Umbrella Staff
reveal	<p>1. Draw 1 Monster into each Chamber with a Water barrier (up to 6 Chambers).</p> <p>2. Insert these into the Timeline right before now.</p>
Quest	<p>1. During this Quest, the Wizard with the Umbrella Staff can move through Water barriers.</p> <p>2. Add a Quest token to the Quest card each time the Umbrella Staff moves through a Water barrier.</p>
done if...	The Quest card has 6 Quest tokens.
lose if...	The Umbrella Staff is discarded in any way.
Treasure	Thunder Bow
reveal	<p>1. If any of these Monsters are not out, insert them into the Timeline right before now: Griffin, Phoenix, Thunderbird.</p> <p>2. Move each of these Monsters to a random Air Chamber.</p>
Quest	<p>1. All 3 Monsters move towards the Thunder Bow.</p> <p>2. Kill each of these 3 Monsters.</p> <p>3. Note that the Phoenix goes back to the deck when killed.</p>
done if...	None of the Griffin, Phoenix, or Thunderbird is alive.
lose if...	The Thunder Bow is discarded in any way.
Treasure	Flame Blade
reveal	<p>1. If the Dragon is not out, insert it into the Timeline right before now.</p> <p>2. Move the Dragon to a random Chamber with a Fire barrier.</p>
Quest	<p>1. The Dragon can only be killed by the Wizard with the Flame Blade.</p> <p>2. The Dragon moves towards the closest Wizard without the Flame Blade.</p> <p>3. Each time the Dragon discards a Treasure, add a Quest token to the Quest card.</p>
done if...	The dragon is killed.
lose if...	The Quest card has 6 Quest tokens.
Treasure	Wildwood Wand
reveal	<p>1. Set the Wildwood Wand aside.</p> <p>2. If any of the 3 Jackalopes are not out, insert them into the Timeline right before now.</p> <p>3. Move each Jackalope to a random Nature Chamber.</p>

Quest	<ol style="list-style-type: none"> 1. The first Wizard to enter one of these Chambers takes the Wildwood Wand: Vine Jungle, Fern Forest, Tree Roots. 2. The Wizard with the Wildwood Wand can spend 1 Action to discard (and "disappear") a Jackalope in their Chamber.
done if...	All 3 Jackalopes are made to disappear.
lose if...	Any Jackalope is killed.
Treasure	Glowstone Hammer
reveal	<ol style="list-style-type: none"> 1. If the Golem is not out, insert it into the Timeline right before now. 2. Move the Golem to a random Chamber with no Fire or Water barriers.
Quest	<ol style="list-style-type: none"> 1. During this Quest, the Wizard with the Glowstone Hammer can move through Stone barriers. 2. Add a Quest token to the Quest card each time the Glowstone Hammer moves through a Stone barrier. 3. The Golem moves towards the Glowstone Hammer.
done if...	The Quest card has 6 Quest tokens.
lose if...	The Glowstone Hammer is discarded in any way.
Treasure	Seafarer's Trident
reveal	<ol style="list-style-type: none"> 1. If the Kraken is not out, insert it into the Timeline right before now. 2. Move the Kraken to a random Chamber with a Water barrier.
Quest	1. The Kraken can only be killed by a Wizard with the Seafarer's Trident.
done if...	The Kraken is killed. The Wizard with the Seafarer's Trident draws 1 Treasure.
lose if...	Any Wizard is Hexed by a Water Monster.
Treasure	Lightning in a Bottle
reveal	<ol style="list-style-type: none"> 1. If the Raiju is not out, insert it into the Timeline right before now. 2. Move the Raiju to the Spiral Staircase.
Quest	<ol style="list-style-type: none"> 1. Bring the Lightning in a Bottle to one of these Chambers: Temple, Library, Wine Cellar. 2. The Raiju moves towards the Lightning in a Bottle.
done if...	The Lightning in a Bottle enters the Temple, Obelisk, or Wine Cellar.
lose if...	The Raiju is in the Chamber with the Lightning in a Bottle.
Treasure	Everfire Candle
reveal	1. The Wizard with the Everfire Candle must discard 1 other Treasure and 1 Spell.
Quest	<ol style="list-style-type: none"> 1. Each time the Quest Card comes up in the Timeline, if there are no Monsters in the Chamber with the Everfire Candle, add a Quest token. 2. When the Quest card comes up in the Timeline, if there are any Monsters in the Chamber, remove a Quest token.

done if...	The Quest Card has 2 Quest tokens.
lose if...	Any Wizard is Hexed by a Fire Monster.
Treasure	Magic Panflute
reveal	<ol style="list-style-type: none"> 1. If any of the following Chambers are not out, add them, as far as possible from the Magic Panflute: Magic Garden, Mushroom Grove, Moss Island. 2. If any of the 3 Pixies are not out, insert them into the Timeline right before now. 3. Move one Pixie to each of those three Chambers.
Quest	<ol style="list-style-type: none"> 1. The Pixies cannot be moved from their designated Chamber. 2. Bring the Magic Panflute to a Pixie and spend 1 action to "Charm" it. Discard the Pixie.
done if...	All 3 Pixies are "Charmed".
lose if...	Any of the 3 Pixies are killed.
Treasure	Mystic Gems
reveal	<ol style="list-style-type: none"> 1. If the Crystal Cave is not out, add it, as close as possible to this Wizard. 2. Move this Wizard to the Crystal Cave. 3. This Wizard takes a Quest token.
Quest	<ol style="list-style-type: none"> 1. When this Wizard is in the same Chamber as another Wizard, use the Give action. The other Wizard takes a Quest token, and optionally takes the Mystic Gems. 2. If a Wizard is Hexed, remove their Quest token.
done if...	All Wizards have a Quest token. (Discard the Mystic Gems. All Wizards gain 1 Spell.)
lose if...	The Mystic Gems are discarded in any way.
Treasure	Chalice of Holy Water
reveal	<ol style="list-style-type: none"> 1. All Wizards draw 3 Energy.
Quest	<ol style="list-style-type: none"> 1. Imps, Ifrit, Cerberus, and Gargoyles can only be killed by the Wizard with the Chalice of Holy Water. 2. These Monsters will not move into a Chamber with the Chalice of Holy Water. 3. Each time an Imp, Ifrit, Cerberus, or Gargoyle is killed, add a Quest token to the Quest card. 4. The first time the Chalice of Holy Water enters the Hell Hole or Crypt, add a Quest token to the Quest card.
done if...	The Quest card has 3 Quest tokens.
lose if...	The Chalice of Holy Water is discarded in any way.
Treasure	Crown of Clouds
reveal	<ol style="list-style-type: none"> 1. The Wizard with the Crown of Clouds must discard 1 other Treasure.
Quest	<ol style="list-style-type: none"> 1. Bring the Crown of Clouds to the Fortress. 2. All Monsters not part of other Quests move towards the Crown of Clouds.

done if... The Crown of Clouds is in the Fortress. (Discard the Crown of Clouds.)

lose if... The Crown of Clouds is discarded in any way.

Treasure Ring of Resistance

reveal

1. If the Volcano is not out, add it, as far as possible from the Ring of Resistance.
2. If any of the 3 Goblins are not out, insert them into the Timeline right before now.
3. Move the Goblins to the Volcano.

Quest

1. Bring the Ring of Resistance to the Volcano.
2. The Goblins all move towards the Ring of Resistance.

done if... The Ring of Resistance is at the Volcano and no Monsters are at the Volcano. Discard the Ring of Resistance.

lose if... The Ring of Resistance is discarded in any way.

Treasure Somewhere Scarf

reveal

1. If the Icicle Cave is not out, add it, as far as possible from the Somewhere Scarf.
2. If the Jotun is not out, insert it into the Timeline right before now.
3. Move the Jotun to the Icicle Cave.

Quest

1. Each time the Wizard with the Somewhere Scarf casts a Spell of a new element (Air, Fire, Nature, Stone, and Water), add a Quest token to the Quest card.
2. The Jotun moves towards the Somewhere Scarf.

done if... The Quest card has 5 Quest tokens.

lose if... The Jotun is in the Chamber with the Somewhere Scarf.

Treasure Metamorphic Medallions

reveal

1. Set aside the Metamorphic Medallions.

Quest

1. A Wizard can spend 1 action to "scavenge" in any of these Chambers, once: Shipwreck, Cove, Bat Cavern, Coral Reef, Vine Jungle, Tar Pit. This Wizard gains a Quest token.
2. A Wizard can use the Give action to give these Quest tokens to another Wizard.

done if... A Wizard has 3 Quest tokens. This Wizard takes the Metamorphic Medallions.

lose if... Any Chamber has 6+ Monsters at once.

Treasure Aquatic Amulet

reveal

1. If the Well is not out, add it, as close as possible to the Aquatic Amulet.
2. If the Karkinos is not out, insert it into the Timeline right before now.
3. Move the Karkinos to the Spiral Staircase.

Quest

1. The Wizard with the Aquatic Amulet cannot be teleported and cannot move through Stone or Fire barriers.
2. The Karkinos moves towards the Aquatic Amulet.

done if... The Aquatic Amulet is brought to the Field, Secret Door, or Spiral Staircase.

lose if... The Karkinos is in the Chamber with the Aquatic Amulet.

Treasure Bed in a Bag

reveal 1. All Wizards with 2 or more Energy lose 1 Energy.

Quest 1. One Wizard must acquire these Treasures: Bed in a Bag, Herbal Tea, Spidersilk Sweater.
2. This Wizard then needs to Rest in a Chamber without Monsters.

done if... A Wizard Rests, while holding those Treasures, in a Chamber without Monsters.

lose if... Any Wizard is Hexed by a Nature Monster.

Treasure Sandals of Speed

reveal 1. Move this Wizard to the Spiral Staircase.
2. Add a Quest token to this Wizard.

Quest 1. The Wizard with the Sandals of Speed must Give them to another Wizard.
2. That Wizard adds a Quest token, and then must Give them to another Wizard, and so on.
3. If a Wizard is Hexed, remove their Quest token.

done if... All Wizards have a Quest token, and the Sandals of Speed are returned to the Spiral Staircase.

lose if... The Sandals of Speed are discarded in any way.

Treasure Sorcerer's Broomstick

reveal 1. If either of the Treants is not out, insert them into the Timeline right before now.
2. Move each Treant to a random Nature Chamber.

Quest 1. Bring the Sorcerer's Broomstick to the Scrap Heap.
2. Spend 3 actions to "clean up the mess" and replace that Chamber with a new one.
3. Treants move towards the Sorcerer's Broomstick.
4. If a Treant is killed, it appears again in a random Nature Chamber.

done if... The Scrap Heap is replaced with another Chamber.

lose if... The Sorcerer's Broomstick is discarded in any way.

Treasure Power Gloves

reveal 1. All Wizards draw 1 Energy.
2. If the Genie is not out, insert it into the Timeline right before now.
3. Move the Genie to a random Chamber with a Wizard who does not have the Power Gloves.

Quest 1. The Genie moves towards the Power Gloves.
2. Each time the Genie casts a Wizard Spell, add 1 Quest token to the Quest card.

done if... The Wizard with the Power Gloves has all 10 Energy of a single element (Air, Fire, Nature, Stone, Water, or Aether).

lose if...	The Quest card has 3 Quest tokens.
Treasure	Self-drawing Map
reveal	<ol style="list-style-type: none"> 1. The Wizard with the Self-drawing Map Reveals a Chamber adjacent to their current Chamber. 2. This continues until their current Chamber has an adjacent Chamber on each side.
Quest	1. Reveal more Chambers.
done if...	24 Chambers are revealed.
lose if...	The Self-drawing Map is discarded in any way.
Treasure	Kaleidoscope
reveal	<ol style="list-style-type: none"> 1. If any of the Coatls or Alebrijes are not out, insert them into the Timeline right before now. 2. Move each Coatl and Alebrije to a random Chamber adjacent to the Kaleidoscope.
Quest	<ol style="list-style-type: none"> 1. The Wizard with the Kaleidoscope can spend 1 action to "scry" in any of these Chambers, once: Ancient Ruins, Obsidian Wall, Secret Door, Crypt, Temple, Labyrinth. 2. When scrying, gain a Quest token and draw 1 Spell. 3. The Coatls and Alebrijes move towards the Kaleidoscope.
done if...	The Quest card has 3 Quest tokens.
lose if...	The Kaleidoscope is discarded in any way.
Treasure	Quantum Mirror
reveal	<ol style="list-style-type: none"> 1. If none of the following Chambers are out, add one at random, as far as possible from the Quantum Mirror: Obelisk, Snake Pit, Vine Jungle, River, Crypt, Vault. 2. If the Basilisk is not out, insert it into the Timeline right before now. 3. Move the Basilisk to one of those Chambers at random.
Quest	<ol style="list-style-type: none"> 1. The Basilisk moves towards the closest Wizard. 2. The Basilisk can only take damage if the Quantum Mirror is in the Chamber.
done if...	The Basilisk is killed.
lose if...	Any Wizard is attacked (at all) by the Basilisk.
Treasure	Enchanted Shovel
reveal	<ol style="list-style-type: none"> 1. If the Khorkoi is not out, insert it into the Timeline right before now. 2. Move the Khorkoi to the Enchanted Shovel.
Quest	<ol style="list-style-type: none"> 1. The Wizard with the Enchanted Shovel can spend 1 action to "dig" in any of these Chambers, once: Mud Pit, Pit Mine, Crystal Cave, Tar Pit, Field, Insect Mounds. 2. When digging, gain a Quest token and draw 1 Treasure. 3. When the Enchanted Shovel is used to "dig", the Khorkoi instantly moves to that Chamber.
done if...	The Quest card has 3 Quest tokens.

lose if...	Any Wizard is Hexed by a Stone Monster.
Treasure	Talking Tome
reveal	<ol style="list-style-type: none"> 1. All Wizards draw 1 Spell. 2. If the Library is not out, move it to the top of the Chamber deck.
Quest	1. When this Quest comes up in the Timeline, all Wizards lose 1 Spell at random.
done if...	The Talking Tome is in the Library. Then discard the Talking Tome.
lose if...	The Talking Tome is discarded in any way.
Treasure	Herbal Tea
reveal	<ol style="list-style-type: none"> 1. Set the Herbal Tea aside. 2. If the Kitchen is not out, put it on top of the Chamber deck.
Quest	<ol style="list-style-type: none"> 1. If a Wizard enters one of the following Chambers, they add a Quest token to their Wizard card: Mushroom Grove, Tree Roots, Magic Garden, Marsh, Coral Reef, Wine Cellar 2. If a Wizard is Hexed, remove all their Quest tokens. 3. If a Wizard enters the Kitchen, move all their Quest tokens to the Quest card.
done if...	The Quest card has 6 Quest tokens. The Wizard who most recently entered the Kitchen takes the Herbal Tea.
lose if...	There are 3+ Monsters in the Kitchen.
Treasure	none
reveal	<ol style="list-style-type: none"> 1. Draw 1 Monster in each Chamber with a Wizard. 2. Insert these into the Timeline right before now.
Quest	<ol style="list-style-type: none"> 1. If a Wizard does nothing on their turn, add a Quest token to their Wizard card. 2. If a Wizard takes any actions on their turn, remove their Quest token.
done if...	All Wizards have a Quest token on their Wizard card.
lose if...	Any Wizard is Hexed.