



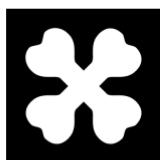
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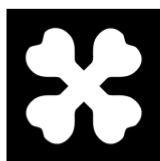
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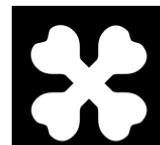
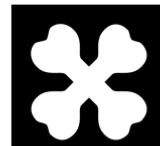
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Nature



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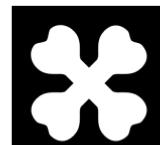
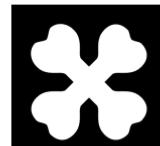
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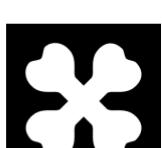
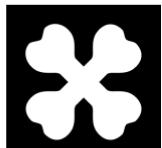
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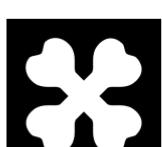
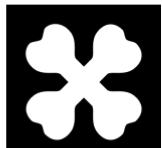
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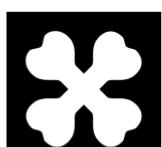
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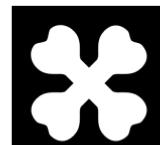
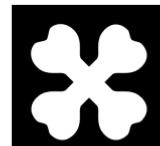
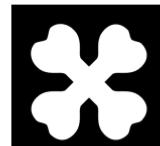
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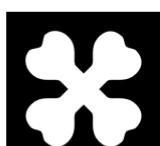
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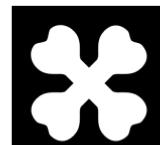
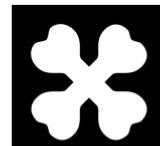
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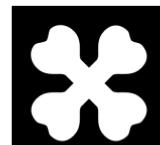
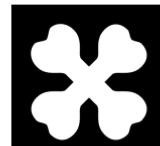
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Water



	<p>Aether</p>	 		<p>Aether</p>
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<p>Coatl feathered serpent</p> <p>Air  4</p> <p>Marsh → 1 (Water + Fire)</p> <p>▲ all</p> <p>Discard 1 Air Energy. Deal 1 damage.</p> <p>drops Spell</p>	<p>Pixie tiny flying person</p> <p>Air  1</p> <p>Magic Garden → 1 (Water + Fire)</p> <p>▲ random</p> <p>Deal 1 damage.</p> <p>drops Energy</p>	<p>Raiju thunder wolf</p> <p>Air  7</p> <p>Marsh → 1 (Water + Fire)</p> <p>▲ all</p> <p>Discard 1 Air Energy. Deal 1 damage.</p> <p>drops Treasure</p>
<p>Pixie tiny flying person</p> <p>Air  1</p> <p>Magic Garden → 1 (Water + Fire)</p> <p>▲ random</p> <p>Deal 1 damage.</p> <p>drops Energy</p>	<p>Coatl</p>	<p>Raiju</p>
<p>Pixie tiny flying person</p> <p>Air  5</p> <p>Temple → 1 (Water + Fire)</p> <p>▲ most Energy</p> <p>Deal 1 damage. Take a random Monster when moving.</p> <p>drops Treasure</p>	<p>Pegasus winged horse</p> <p>Air  7</p> <p>Fortress → 2 (Water + Fire)</p> <p>▲ random</p> <p>Deal 3 damage to a Wizard, 2 to another, and 1 to the rest.</p> <p>drops Treasure</p>	<p>Griffin lion eagle</p> <p>Air  5</p> <p>Temple → 1 (Water + Fire)</p> <p>▲ most Energy</p> <p>Deal 2 damage. Push Wizard to any adjacent Chamber.</p> <p>drops Treasure</p>
<p>Nest monster spawn</p> <p>Air  5</p> <p>- → -</p> <p>-</p> <p>Complete heal all Air Monsters. If alone, add 1 Monster.</p> <p>drops Spell</p>	<p>Pixie</p>	<p>Thunderbird lightning falcon</p> <p>Air  7</p> <p>Chasm Bridge → 1</p> <p>▲ next in Timeline</p> <p>Deal 2 damage. Slide Wizard right before this in the Timeline.</p> <p>drops Treasure</p>



<p>Basan firebreath rooster</p> <p>Fire 2</p> <p>Hexagon icon: Fern Forest → 1 (Fire) ▲ all</p> <p>Deal 1 damage to all Wizards and other Monsters.</p> <p>drops Spell</p>	<p>Imp horned cave demon</p> <p>Fire 2</p> <p>Hexagon icon: Tar Pit → 1 (Fire) ▲ least Energy</p> <p>Deal 1 damage.</p> <p>drops Energy</p>	<p>Dragon flying lizard beast</p> <p>Fire 2</p> <p>Hexagon icon: Fern Forest → 1 (Fire) ▲ all</p> <p>Deal 1 damage to all Wizards and other Monsters.</p> <p>drops Spell</p>
<p>Imp horned cave demon</p> <p>Fire 2</p> <p>Hexagon icon: Tar Pit → 1 (Fire) ▲ least Energy</p> <p>Deal 1 damage.</p> <p>drops Energy</p>	<p>Cerberus</p> <p>Trit</p>	<p>Phoenix firebird of rebirth</p> <p>Fire 5</p> <p>Hexagon icon: Lava Pool → 2 (Water + Fire) ▲ next in Timeline</p> <p>Deal 2 damage. Slide Wizard right before this in the Timeline. 1st death: go to deck.</p> <p>drops Treasure</p>
<p>Imp horned cave demon</p> <p>Fire 2</p> <p>Hexagon icon: Tar Pit → 1 (Fire) ▲ least Energy</p> <p>Deal 1 damage.</p> <p>drops Energy</p>	<p>Basan</p> <p>Imp</p>	<p>Cerberus 3-headed dog</p> <p>Fire 6</p> <p>Hexagon icon: Hell Hole → 1 (Fire) ▲ all</p> <p>Deal 2 damage. Discard 1 Spell.</p> <p>drops Treasure</p>
<p>Basan firebreath rooster</p> <p>Fire 2</p> <p>Hexagon icon: Fern Forest → 1 (Fire) ▲ all</p> <p>Deal 1 damage to all Wizards and other Monsters.</p> <p>drops Spell</p>	<p>Imp</p> <p>Inferno</p>	<p>Trit flying fiery fiend</p> <p>Fire 5</p> <p>Hexagon icon: Molten Glass → 1 (Fire) ▲ all</p> <p>Discard 1 Fire Energy. Deal 1 damage.</p> <p>drops Treasure</p>
<p>Basan firebreath rooster</p> <p>Fire 2</p> <p>Hexagon icon: Fern Forest → 1 (Fire) ▲ all</p> <p>Deal 1 damage to all Wizards and other Monsters.</p> <p>drops Spell</p>	<p>Imp</p> <p>Inferno</p>	<p>Inferno monster spawn</p> <p>Fire 5</p> <p>Hexagon icon: - → - ▲ -</p> <p>Completely heal all Fire Monsters. If alone, add 1 Monster.</p> <p>drops Spell</p>

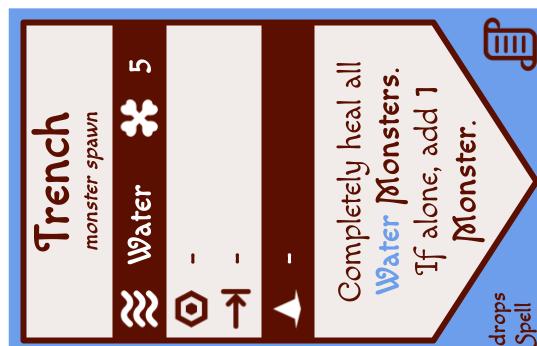
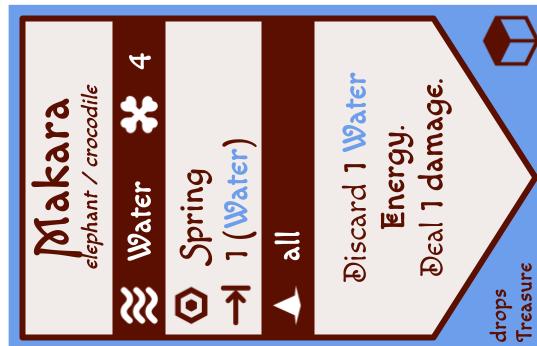
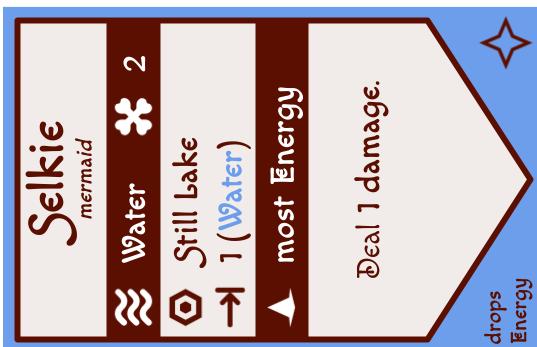
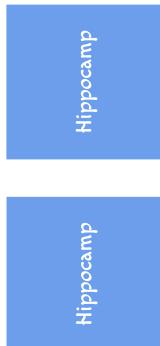


<p>Treat <i>walking tree</i></p> <p>Nature  4 Tree Roots → 1</p> <p>► next in Timeline</p> <p>Deal 2 damage. Slide Wizard right before this in the Timeline.</p> <p>drops Spell</p>	<p>Nature  4 Tree Roots → 1</p> <p>► next in Timeline</p>	 <p>Hydra <i>multi-headed snake</i></p> <p>Nature  7 Snake Pit → 1</p> <p>► # damage + 1</p> <p>Deal 2 damage. Discard 1 Treasure.</p> <p>drops Treasure</p>
<p>Jackalope <i>rabbit with antlers</i></p> <p>Nature  1 Vine Jungle → 1</p> <p>► least Spells</p> <p>Deal 1 damage. Draw 1 Monster if alone.</p> <p>drops Energy</p>	<p>Ogumo</p> <p>Manticores → 1</p> <p>► least Spells</p> <p>Deal 1 damage. Draw 1 Monster if alone.</p> <p>drops Energy</p>	 <p>Minotaur <i>bull-headed man</i></p> <p>Nature  6 Labyrinth → 1</p> <p>► most Energy</p> <p>Deal 2 damage. Discard 1 Spell.</p> <p>drops Treasure</p>
<p>Jackalope <i>rabbit with antlers</i></p> <p>Nature  1 Vine Jungle → 1</p> <p>► least Spells</p> <p>Deal 1 damage. Draw 1 Monster if alone.</p> <p>drops Energy</p>	<p>Treat</p> <p>Jackalope</p>	 <p>Ogumo <i>giant spider</i></p> <p>Nature  5 Spider Web → 2</p> <p>► least Energy</p> <p>Deal 2 damage. Pull in all Wizards from adjacent Chambers.</p> <p>drops Treasure</p>
<p>Jackalope <i>rabbit with antlers</i></p> <p>Nature  1 Vine Jungle → 1</p> <p>► least Spells</p> <p>Deal 1 damage. Draw 1 Monster if alone.</p> <p>drops Energy</p>	<p>Jackalope</p>	 <p>Manticore <i>winged lion/scorpion</i></p> <p>Nature  6 Insect Mounds → 1 (Water + Fire)</p> <p>► all</p> <p>Discard 1 Nature Energy. Deal 1 damage.</p> <p>drops Treasure</p>
<p>Treat <i>walking tree</i></p> <p>Nature  5 - → -</p> <p>► -</p> <p>Deal 2 damage. Slide Wizard right before this in the Timeline.</p> <p>drops Spell</p>	<p>Hive <i>monster spawn</i></p> <p>Nature  5 - → -</p> <p>► -</p> <p>Completely heal all Nature Monsters. If alone, add 1 Monster.</p> <p>drops Spell</p>	 <p>Hydra <i>multi-headed snake</i></p> <p>Nature  7 Snake Pit → 1</p> <p>► # damage + 1</p> <p>Deal 2 damage. Discard 1 Treasure.</p> <p>drops Treasure</p>



<p>Gargoyle <i>flying statue</i></p> <p>Stone ✪ 3</p> <p>Hexagon Crypt → 1 (Water + Fire)</p> <p>▲ most Spells</p> <p>Deal 1 damage. Push Wizard to random adjacent Chamber.</p> <p>drops Spell</p>	<p>Stone ✪ 3</p> <p>Hexagon Crypt → 1 (Water + Fire)</p> <p>▲ most Spells</p> <p>Deal 1 damage. Push Wizard to random adjacent Chamber.</p> <p>drops Spell</p>	<p>Khorkhoi <i>sandworm</i></p> <p>Stone ✪ 8</p> <p>Hexagon Pit Mine → 2 (Stone)</p> <p>▲ all</p> <p>Deal 2 damage.</p> <p>drops Treasure</p>
<p>Goblin <i>cave-dweller orc</i></p> <p>Stone ✪ 2</p> <p>Hexagon Scrap Heap → 1</p> <p>▲ least Energy</p> <p>Deal 1 damage.</p> <p>drops Energy</p>	<p>Stone ✪ 2</p> <p>Hexagon Scrap Heap → 1</p> <p>▲ least Energy</p> <p>Deal 1 damage.</p> <p>drops Energy</p>	<p>Bulgasari <i>stone automaton</i></p> <p>Stone ✪ 5</p> <p>Hexagon Forge → 1 (Stone)</p> <p>▲ all</p> <p>Discard 1 Stone Energy. Deal 1 damage.</p> <p>drops Treasure</p>
<p>Goblin <i>cave-dweller orc</i></p> <p>Stone ✪ 2</p> <p>Hexagon Scrap Heap → 1</p> <p>▲ least Energy</p> <p>Deal 1 damage.</p> <p>drops Energy</p>	<p>Gargoyle</p>	<p>Basilisk <i>metal-eating elephant bear</i></p> <p>Stone ✪ 5</p> <p>Hexagon Armory → 1</p> <p>▲ most Treasure</p> <p>Deal 1 damage. Discard 1 Treasure.</p> <p>drops Treasure</p>
<p>Goblin <i>cave-dweller orc</i></p> <p>Stone ✪ 2</p> <p>Hexagon Scrap Heap → 1</p> <p>▲ least Energy</p> <p>Deal 1 damage.</p> <p>drops Energy</p>	<p>Goblin</p>	<p>Basilisk <i>stone-gaze snake</i></p> <p>Stone ✪ 5</p> <p>Hexagon Obelisk → 2</p> <p>▲ next in Timeline</p> <p>Deal 2 damage. Slide Wizard right before this in the Timeline.</p> <p>drops Treasure</p>
<p>Gargoyle <i>flying statue</i></p> <p>Stone ✪ 5</p> <p>Hexagon - → -</p> <p>▲ -</p> <p>Deal 1 damage. Push Wizard to random adjacent Chamber.</p> <p>drops Spell</p>	<p>Goblin</p>	<p>Crevice <i>monster spawn</i></p> <p>Stone ✪ 5</p> <p>Hexagon - → -</p> <p>▲ -</p> <p>Completely heal all Stone Monsters. If alone, add 1 Monster.</p> <p>drops Spell</p>







<p>Alebrijé <i>butterfly chimera</i></p> <p>•• Ether ☀ 4</p> <p>Hexagon Crystal Cave → 1 (Water + Fire) ▲ all</p> <p>Discard 1 Ether Energy. Deal 1 damage.</p> <p>drops Spell</p>	<p>•• Ether ☀ 4</p> <p>Hexagon Crystal Cave → 1 (Water + Fire) ▲ all</p> <p>Discard 1 Ether Energy. Deal 1 damage.</p> <p>drops Spell</p>	<p>•• Ether ☀ 4</p> <p>Hexagon Crystal Cave → 1 (Water + Fire) ▲ all</p> <p>Discard 1 Ether Energy. Deal 1 damage.</p> <p>drops Spell</p>
<p>Will-o-wisp <i>ghost light</i></p> <p>•• Ether ☀ 1</p> <p>Hexagon Crossroads → 1 (Water + Fire) ▲ all</p> <p>Pull in Wizards from adjacent Chambers.</p> <p>drops Energy</p>	<p>•• Ether ☀ 1</p> <p>Hexagon Crossroads → 1 (Water + Fire) ▲ all</p> <p>Pull in Wizards from adjacent Chambers.</p> <p>drops Energy</p>	<p>•• Ether ☀ 1</p> <p>Hexagon Crossroads → 1 (Water + Fire) ▲ all</p> <p>Pull in Wizards from adjacent Chambers.</p> <p>drops Energy</p>
<p>Will-o-wisp <i>ghost light</i></p> <p>•• Ether ☀ 1</p> <p>Hexagon Crossroads → 1 (Water + Fire) ▲ all</p> <p>Pull in Wizards from adjacent Chambers.</p> <p>drops Energy</p>	<p>•• Ether ☀ 1</p> <p>Hexagon Crossroads → 1 (Water + Fire) ▲ all</p> <p>Pull in Wizards from adjacent Chambers.</p> <p>drops Energy</p>	<p>•• Ether ☀ 1</p> <p>Hexagon Crossroads → 1 (Water + Fire) ▲ all</p> <p>Pull in Wizards from adjacent Chambers.</p> <p>drops Energy</p>
<p>Alebrijé <i>butterfly chimera</i></p> <p>•• Ether ☀ 4</p> <p>Hexagon Crystal Cave → 1 (Water + Fire) ▲ all</p> <p>Discard 1 Ether Energy. Deal 1 damage.</p> <p>drops Spell</p>	<p>•• Ether ☀ 4</p> <p>Hexagon Crystal Cave → 1 (Water + Fire) ▲ all</p> <p>Discard 1 Ether Energy. Deal 1 damage.</p> <p>drops Spell</p>	<p>•• Ether ☀ 4</p> <p>Hexagon Crystal Cave → 1 (Water + Fire) ▲ all</p> <p>Discard 1 Ether Energy. Deal 1 damage.</p> <p>drops Spell</p>
<p>Doorway <i>monster spawn</i></p> <p>•• Ether ☀ 5</p> <p>Hexagon - → - ▲ -</p> <p>Completely heal all Ether Monsters. If alone, add 1 Monster.</p> <p>drops Spell</p>	<p>•• Ether ☀ 5</p> <p>Hexagon - → - ▲ -</p> <p>Completely heal all Ether Monsters. If alone, add 1 Monster.</p> <p>drops Spell</p>	<p>•• Ether ☀ 5</p> <p>Hexagon - → - ▲ -</p> <p>Completely heal all Ether Monsters. If alone, add 1 Monster.</p> <p>drops Spell</p>











Rubber Trousers

- Ⓐ Set the Rubber Trousers aside.
- Ⓑ Wizard takes a Quest token when entering one of these Chambers: Vine Jungle, Fern Forest, Tree Roots.
- Ⓒ Wizard with a Quest token takes the Rubber Trousers when entering one of these Chambers: Forge, Armory, Camp.
- Ⓓ Wizard with the Rubber Trousers completes the Quest when entering one of these Chambers: Field, Atrium, Cove.

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

✗ Any Wizard is Hexed by an Air Monster.

Fireproof Cloak

- Ⓐ Draw 1 ⚡Monster into each Chamber with a Fire barrier (up to 6 random Chambers).
- Ⓑ Insert these into the Timeline right before now.
- Ⓒ During this Quest, the Wizard with the Fireproof Cloak can move through Fire barriers.
- Ⓓ Add a Quest token to the Quest card each time the Fireproof Cloak moves through a Fire barrier.

✓ The Quest card has 6 Quest tokens.

✗ The Fireproof Cloak is discarded in any way.

Spidersilk Sweater

- Ⓐ If the Ogumo is not out, insert it into the Timeline right before now.
- Ⓑ Move the Ogumo to a random Chamber adjacent to the Spidersilk Sweater.
- Ⓒ Set the Spidersilk Sweater aside.
- Ⓓ If the Spider Web is not out, put it atop the Chamber deck.
1. Get the Ogumo to the Spider Web.
2. While the Ogumo is at the Spider Web, use 3 actions.
- ✓ Wizard spends 3 actions in the Spider Web with the Ogumo.
- ✗ Take the Spidersilk Sweater and discard the Ogumo.
- ✗ The Ogumo is killed.

Platinum Shield

- Ⓐ If the Bulgasari is not out, insert it into the Timeline right before now.
- Ⓑ Move the Bulgasari to a random Chamber adjacent to the Platinum Shield.
- Ⓒ Bring the Platinum Shield to the Forge, Armory, or Camp.
- Ⓓ When this Quest comes up in the Timeline, add a Quest token to it if there are no Monsters in that Chamber
3. The Bulgasari moves towards the Platinum Shield.
- ✓ There are no Monsters in that Chamber when the Quest comes up in the Timeline again.
- ✗ The Platinum Shield is discarded in any way.



Umbrella Staff

- ⦿ 1. Draw 1 Monster into each Chamber with a Water barrier (up to 6 random chambers).
2. Insert these into the Timeline right before now.

- ☛ 1. During this Quest, the Wizard with the Umbrella Staff can move through Water barriers.
2. Add a Quest token to the Quest card each time the Umbrella Staff moves through a Water barrier.

✓ The Quest card has 6 Quest tokens.

✗ The Umbrella Staff is discarded in any way.

Thunder Bow

- ⦿ 1. If any of these Monsters are not out, insert them into the Timeline right before now: Griffin, Phoenix, Thunderbird.
2. Move each of these Monsters to a random Air Chamber.

- ☛ 1. All 3 Monsters move towards the Thunder Bow.
2. Kill each of these 3 Monsters.
3. Note that the Phoenix goes back to the deck when killed.

✗ None of the Griffin, Phoenix, or Thunderbird is alive.

✓ The Thunder Bow is discarded in any way.

Wildwood Wand

- ⦿ 1. Set the Wildwood Wand aside.
2. If any of the 3 Jackalopes are not out, insert them into the Timeline right before now.
3. Move each Jackalope to a random Nature Chamber.

- ☛ 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.

✓ All 3 Jackalopes disappear.

✗ Any Jackalope is killed.

Flame Blade

- ⦿ 1. If the Dragon is not out, insert it into the Timeline right before now.
2. Move the Dragon to a random Chamber with a Fire barrier.

- ☛ 1. The Dragon can only be killed by the Wizard with the Flame Blade.
2. The Dragon moves towards the closest Wizard without the Flame Blade.
3. Each time the Dragon discards a Treasure, add a Quest token to the Quest card.

✓ The dragon is killed.

✗ The Quest card has 3 Quest tokens.



Glowstone Hammer

- ⦿ 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.

- ☛ 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.

☛ The Quest card has 6 Quest tokens.

☛ The Glowstone Hammer is discarded in any way.

Seafarer's Trident

- ⦿ 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.

- ☛ 1. The Kraken can only be killed by a Wizard with the Seafarer's Trident.
☛ 1. The Kraken is killed. The Wizard with the Seafarer's Trident draws 1 Treasure.
✖ Any Wizard is Hexed by a Water Monster.



Lightning in a Bottle

- ⦿ 1. If the Raiju is not out, insert it into the Timeline right before now.
2. Move the Raiju to the Spiral Staircase.

- ☛ 1. Bring the Lightning in a Bottle to one of these Chambers:
Temple, Obelisk, Wine Cellar.
2. The Raiju moves towards the Lightning in a Bottle.

☛ The Lightning in a Bottle enters the Temple, Obelisk, or Wine Cellar.

☛ The Raiju is in the Chamber with the Lightning in a Bottle.

Everfire Candle

- ⦿ 1. The Wizard with the Everfire Candle must discard 1 other Treasure and 1 Spell.

- ☛ 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.

☛ The Quest Card has 2 Quest tokens.

✖ Any Wizard is Hexed by a Fire Monster.





Magic Panflute

- Ⓐ 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.

- Ⓐ 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.

✓ All 3 Pixies are "Charmed".

✗ Any of the 3 Pixies are killed.

Mystic Gems

- Ⓐ 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.



- Ⓐ 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.



- ✗ All Wizards have a Quest token. Discard the Mystic Gems. All Wizards gain 1 Spell.



- ✗ The Mystic Gems are discarded in any way.

Chalice of Holy Water

- Ⓐ 1. All Wizards draw 3 Energy.
- Ⓑ 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, Crypt, or Ancient Ruins, add a Quest token to the Quest card.

✓ The Quest card has 3 Quest tokens.

✗ The Chalice of Holy Water is discarded in any way.

Crown of Clouds

- Ⓐ 1. If the Fortress is not out, put it on top of the Chamber deck.
- Ⓑ 1. Bring the Crown of Clouds to the Fortress.
- Ⓒ 2. All Monsters not part of other Quests move towards the Crown of Clouds.



- Ⓐ 1. Bring the Crown of Clouds to the Fortress. (Discard the Crown of Clouds.)
- Ⓑ 2. The Crown of Clouds is discarded in any way.





Ring of Resistance

- Ⓐ 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.

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

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

✗ The Ring of Resistance is discarded in any way.



Somewhere Scarf

- Ⓐ 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.

☛ 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.

✓ The Quest card has 5 Quest tokens.



Metamorphic Medallions

- Ⓐ 1. Set aside the Metamorphic Medallions.

☛ 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.

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

✗ Any Chamber has 3+ Monsters at once.



Aquatic Amulet

- Ⓐ 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.

☛ 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.

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





Bed in a Bag

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

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.

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

Any Wizard is Hexed by a Nature Monster.



Sandals of Speed

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

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.

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

The Sandals of Speed are discarded in any way.



Sorcerer's Broomstick

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.
3. If the Scrap Heap is not out, put it atop the Chamber deck.

1. Bring the Sorcerer's Broomstick to the Scrap Heap.
2. Spend 3 actions there. Replace the 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.

The Scrap Heap is replaced with another Chamber.
The Sorcerer's Broomstick is discarded in any way.



Power Gloves

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.

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.

The Wizard with the Power Gloves has one Energy of each element (Air, Fire, Nature, Stone, Water, and Ether).

The Quest card has 3 Quest tokens.





Self-drawing Map

- ⦿ 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.

↙ 1. Reveal more Chambers.

↙ 24 Chambers are revealed.

✗ The Self-drawing Map is discarded in any way.

Kaleidoscope

- ⦿ 1. If any of the Coats or Alabrijes are not out, insert them into the Timeline right before now.
2. Move each Coat and Alabrije to a random Chamber adjacent to the Kaleidoscope.



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 Coats and Alabrijes move towards the Kaleidoscope.



↙ The Quest card has 3 Quest tokens.



✗ The Kaleidoscope is discarded in any way.

Quantum Mirror

- ⦿ 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.

- ⦿ 1. The Basilisk moves towards the closest Wizard.
2. The Basilisk can only take damage if the Quantum Mirror is in the Chamber.

↙ The Basilisk is killed.

✗ Any Wizard is attacked (at all) by the Basilisk.

Enchanted Shovel

- ⦿ 1. If the Khorkoi is not out, insert it into the Timeline right before now.
2. Move the Khorkoi to the Enchanted Shovel.



1. The Wizard with the Enchanted Shovel can spend 1 action to "dig" in each 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.



↙ The Quest card has 3 Quest tokens.



- ✗ Any Wizard is Hexed by a Stone Monster.



Talking Tome

- ▢ **O** 1. All Wizards draw 1 Spell.
2. If the Library is not out, put it atop the Chamber deck.

- ▢ **O** 1. When this Quest comes up in the Timeline, all Wizards lose 1 Spell, except their starting Spell.

- ▢ **O** The Talking Tome is in the library. Then discard the Talking Tome.

▢ **V** The Talking Tome is discarded in any way.



- ▢ **O** 1. Set the Herbal Tea aside.
2. If the Kitchen is not out, put it on top of the Chamber deck.
- ▢ **O** 1. If a Wizard enters one of these 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.

▢ **V** The Quest card has 6 Quest tokens. The Wizard who most recently entered the Kitchen takes the Herbal Tea.



▢ **X** There are 3+ Monsters in the Kitchen.

Herbal Tea

- ▢ **O** 1. Set the Herbal Tea aside.
2. If the Kitchen is not out, put it on top of the Chamber deck.

- ▢ **O** 1. If a Wizard enters one of these 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.

▢ **V** The Quest card has 6 Quest tokens. The Wizard who most recently entered the Kitchen takes the Herbal Tea.



▢ **X** There are 3+ Monsters in the Kitchen.

none

- ▢ **O** 1. Draw 1 Monster in each Chamber with a Wizard.
2. Insert these into the Timeline right before now.

- ▢ **O** 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.

▢ **V** All Wizards have a Quest token on their Wizard card.

▢ **X** Any Wizard is Hexed.

quick start

- ▢ **O** 1. Place the Wizard tokens in the Spiral Staircase. Each Wizard takes their starting Spell & Energy. Create a random Timeline.
2. Shuffle the Chambers, Monsters, Spells, and Energy.

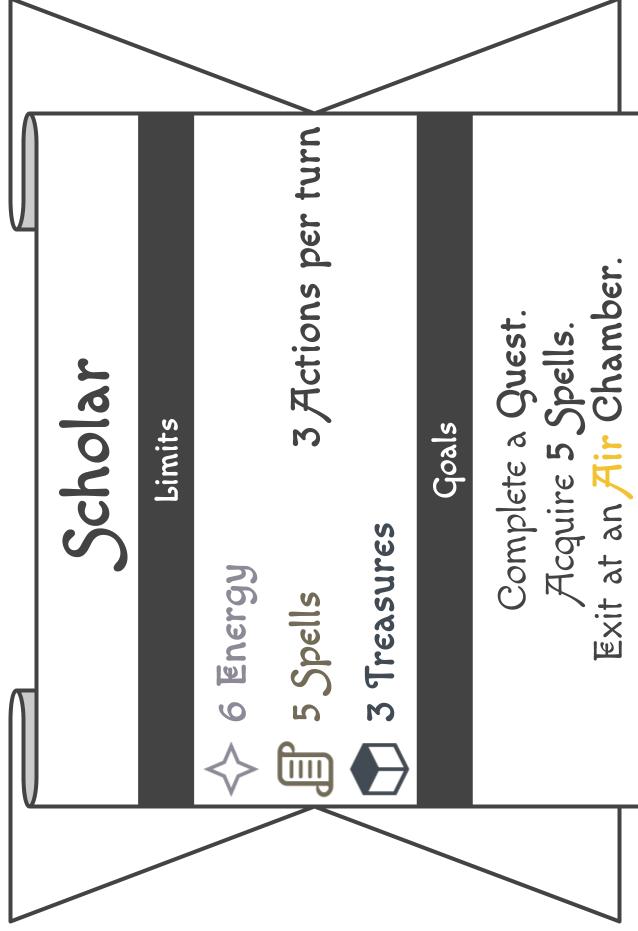
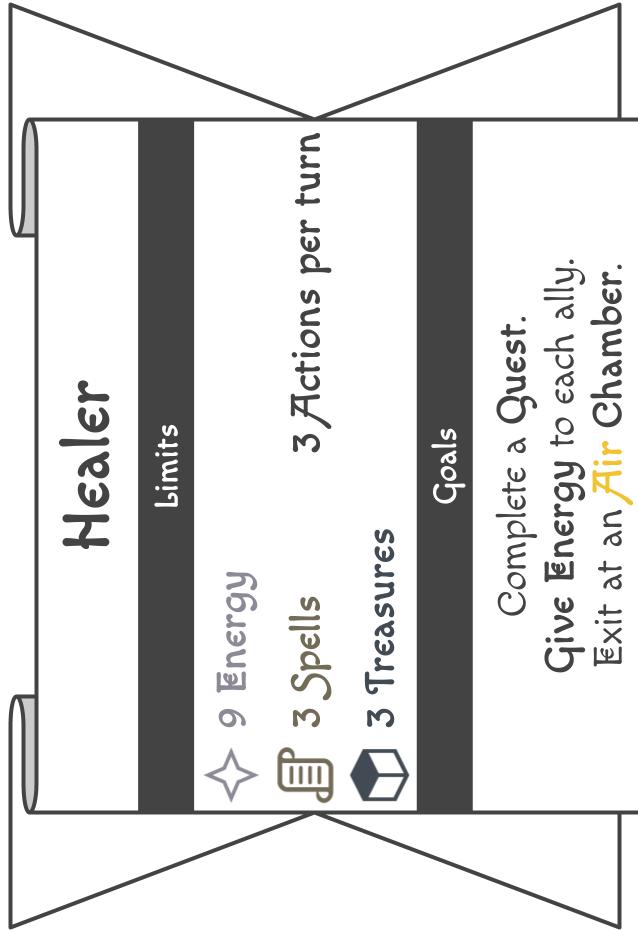
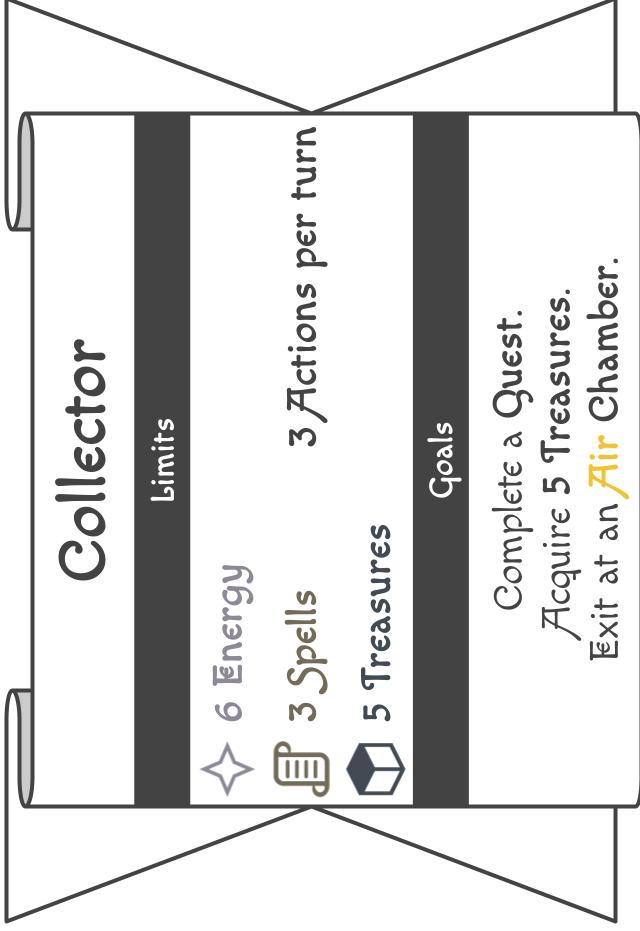
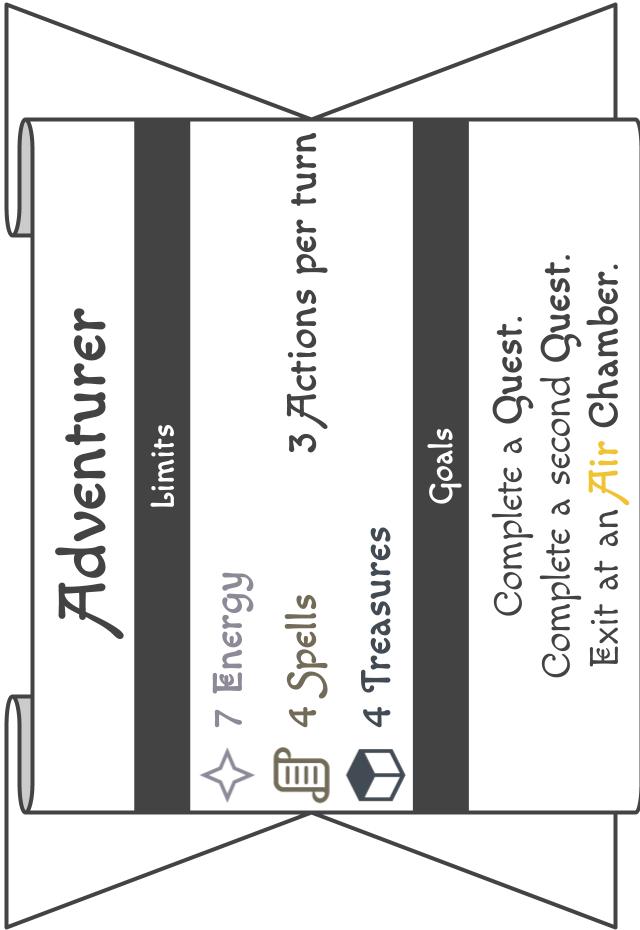
- ▢ **O** 3. Shuffle 10 Quests into Treasure deck and 6 into Spell deck.
4. On your turn, take 3 actions. (You may defer your turn.)
5. Always insert Monsters before you in the Timeline.
6. Wizards are limited to 3 Spells, 3 Treasures, and 6 Energy.

- ▢ **O** 7. At 0 Energy, discard Spells & Treasures and restart.

▢ **V** Collectively complete Role Goals to claim victory.

▢ **X** Lose 3 Quests or let 3 Monsters escape to end in defeat.



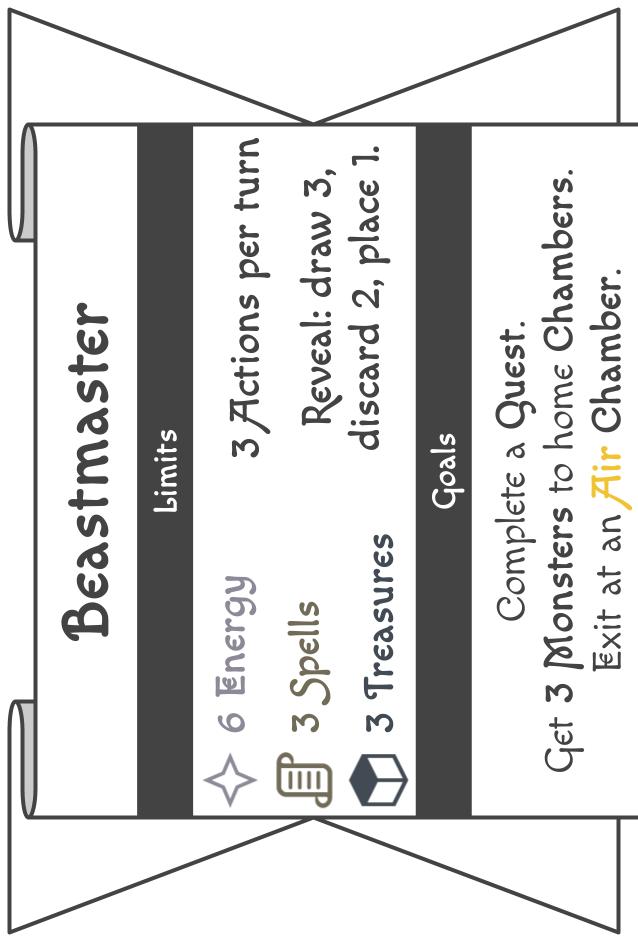
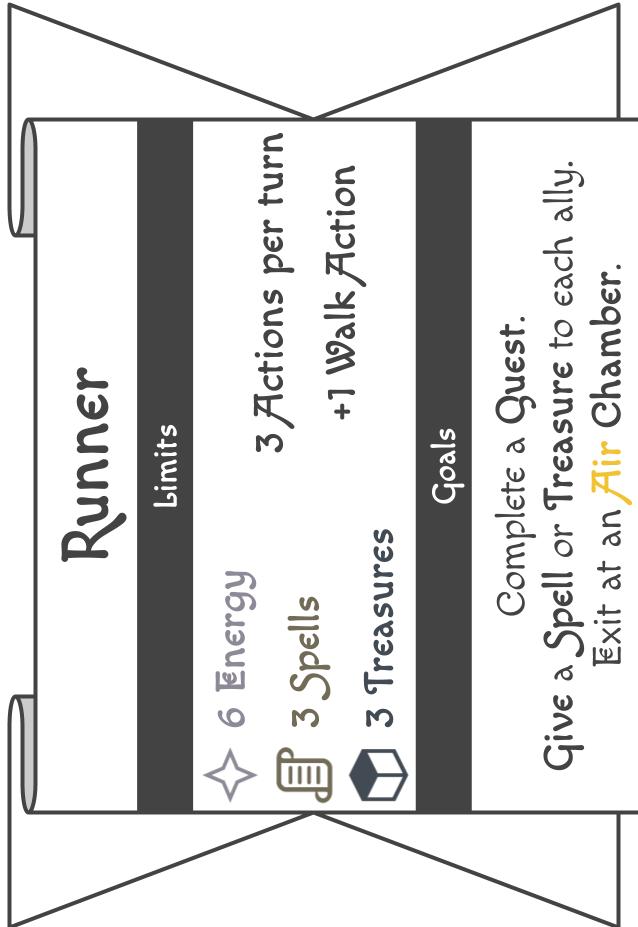
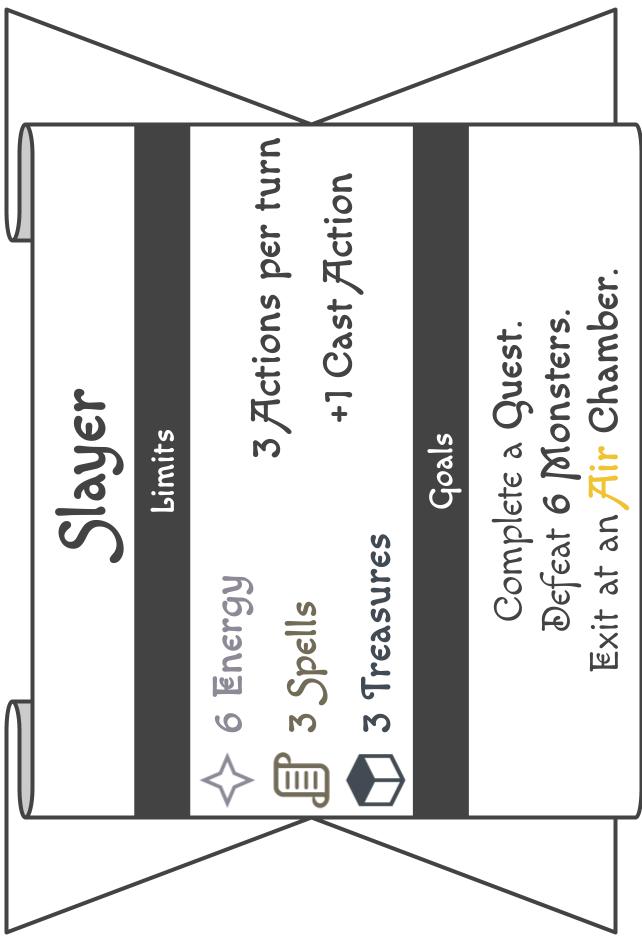
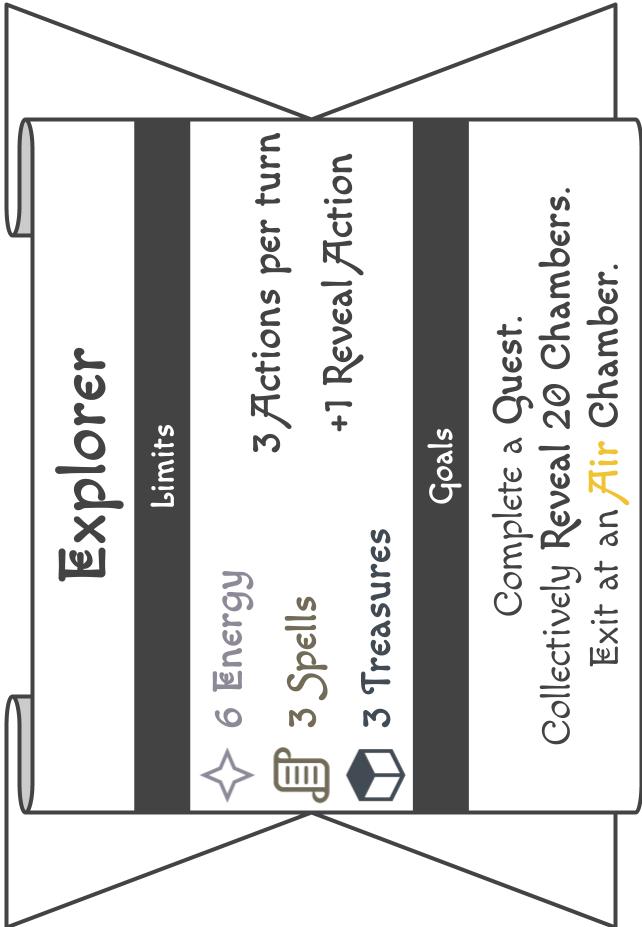


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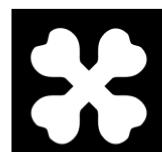
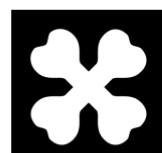
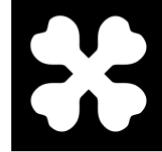
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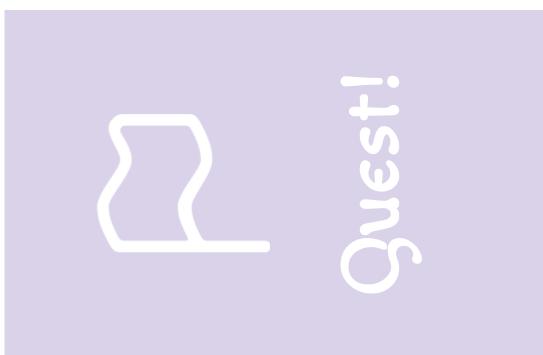
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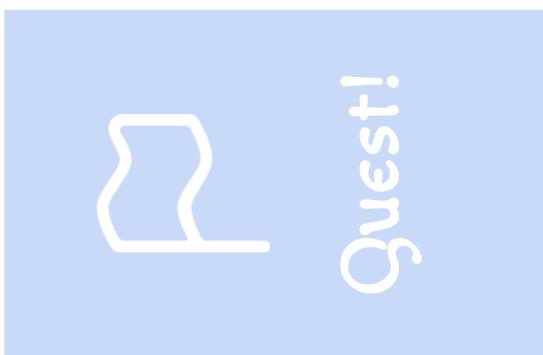
 <p>1 Water</p> <p>Waterwalk</p>	<p>Move across a Water barrier.</p>	 	 <p>2 Water</p> <p>Riptide</p>	<p>Move a Wizard 1-2 Chambers. - OR -</p> <p>Move a Monster 1-2 Chambers & deal 2 damage.</p>
 <p>1 Stone</p> <p>Tunnel</p>	<p>Move across a Stone barrier.</p>		 <p>2 Stone</p> <p>Quake</p>	<p>Move a Wizard 1-2 Chambers. - OR -</p> <p>Move a Monster 1-2 Chambers & deal 2 damage.</p>
 <p>1 Nature</p> <p>Re-root</p>	<p>Move from a Nature Chamber to another.</p>		 <p>2 Nature</p> <p>Vines</p>	<p>Move a Wizard 1-2 Chambers. - OR -</p> <p>Move a Monster 1-2 Chambers & deal 2 damage.</p>
 <p>1 Fire</p> <p>Firewalk</p>	<p>Move across a Fire barrier.</p>		 <p>2 Fire</p> <p>Blast</p>	<p>Move a Wizard 1-2 Chambers. - OR -</p> <p>Move a Monster 1-2 Chambers & deal 2 damage.</p>
 <p>1 Air</p> <p>Fly</p>	<p>Move from an Air Chamber to another.</p>		 <p>2 Air</p> <p>Gust</p>	<p>Move a Wizard 1-2 Chambers. - OR -</p> <p>Move a Monster 1-2 Chambers & deal 2 damage.</p>





Flood

Deal 3 damage to all Monsters in this Chamber and in every Chamber connected to it and each other by **Water** barriers.



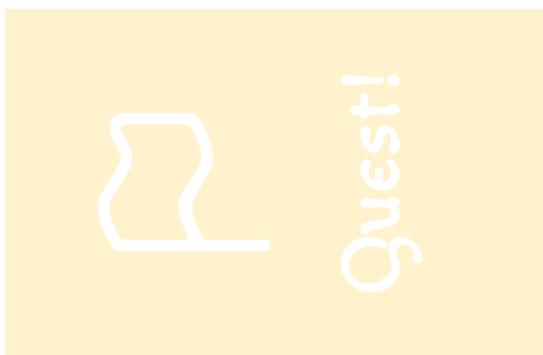
Rolling Boulder

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.



Plague

Deal 2 damage to all Monsters in this Chamber and each adjacent Chamber. Blocked by a **Fire** or **Stone** barrier.



Flame Thrower

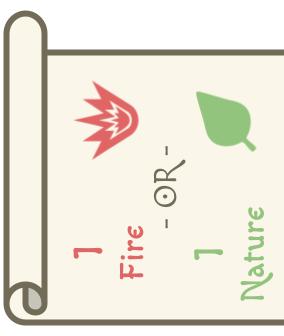
Deal 3 damage to all Monsters here and in 2 adjacent Chambers. Blocked by a **Stone** or **Water** barrier.



Chain Lightning

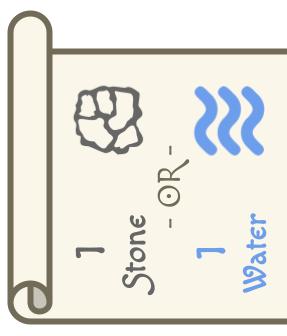
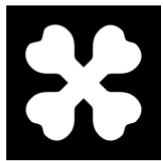
Deal 4 damage to a Monster here or adjacent Chamber. Then 3 to another there or adjacent; then 2; then 1. Blocked by a **Fire** or **Stone** barrier.





Bonfire

Move all adjacent Monsters into this Chamber. Optionally, leave.



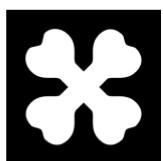
Mudslide

Slide a Monster in this Chamber anywhere in the Timeline.



Cloud Cover

Move up to 2 Chambers, but don't trigger anything.



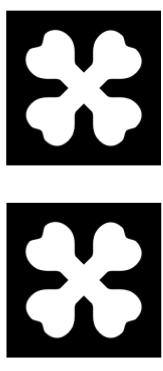
Healing Elixir

All Wizards in this or adjacent Chamber draw 3 Energy.



Sandstorm

Move all Monsters in this Chamber to an adjacent one.



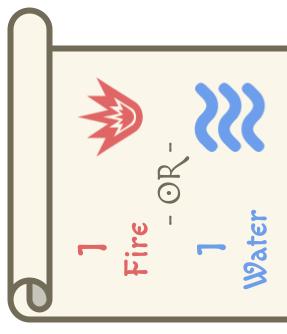
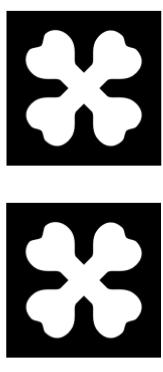
Terraform

Discard an adjacent Chamber and draw a new one.



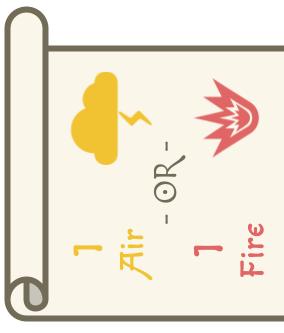
Carrier Creature

Send a Treasure or Spell to a Wizard in any Chamber.



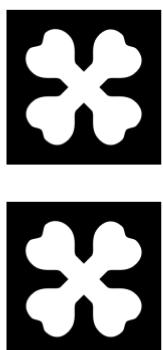
Steam Jets

Activate this or adjacent Chamber, even with Monsters.



Smoke Signal

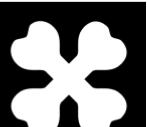
Move a Wizard from anywhere to this Chamber.



Alchemy

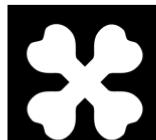
Discard a Treasure or Spell and draw a new Treasure.



 1 Water	Frost Beam <p>Deal 2 damage to a Monster in this or adjacent Chamber.</p>
 1 Stone	Rock Volley <p>Deal 2 damage to a Monster in this or adjacent Chamber.</p>
 1 Nature	Poison Spores <p>Deal 2 damage to a Monster in this or adjacent Chamber.</p>
 1 Fire	Fireball <p>Deal 2 damage to a Monster in this or adjacent Chamber.</p>
 1 Air	Lightning Bolt <p>Deal 2 damage to a Monster in this or adjacent Chamber.</p>
 	Implosions <p>Deal 6 damage across one or more Monsters, in any Chamber(s).</p>
 	Telekinesis <p>Move a Wizard 1-2 Chambers. - OR - Move a Monster 1-2 Chambers & deal 3 damage.</p>
 	 Quest!
 	Portal <p>Move to any Chamber with another Wizard.</p>
 	Magic Arrow <p>Deal 3 damage to a Monster in this or adjacent Chamber.</p>



	<p>Umbrella Staff</p> <p>Wizards block all Water damage.</p>
	<p>Platinum Shield</p> <p>Wizards block all Stone damage.</p>
	<p>Spidersilk Sweater</p> <p>Wizards block all Nature damage.</p>
	<p>Fireproof Cloak</p> <p>Wizards block all Fire damage.</p>
	<p>Rubber Trousers</p> <p>Wizards block all Air damage.</p>
	<p>Seafarer's Trident</p> <p>Water Spells deal double damage with +1 range.</p>
	<p>Glowstone Hammer</p> <p>Stone Spells deal double damage with +1 range.</p>
	<p>Wildwood Wand</p> <p>Nature Spells deal double damage with +1 range.</p>
	<p>Flame Blade</p> <p>Fire Spells deal double damage with +1 range.</p>
	<p>Thunder Bow</p> <p>Air Spells deal double damage with +1 range.</p>





Chalice of Holy Water

Spells can be cast with 1 less Water Energy.



Mystic Gems

Spells can be cast with 1 less Stone Energy.



Magic Panflute

Spells can be cast with 1 less Nature Energy.



Everfire Candle

Spells can be cast with 1 less Fire Energy.



Lightning in a Bottle

Spells can be cast with 1 less Air Energy.



Aquatic Amulet

Wizards can move across Water barriers.



Metamorphic Medallions

Wizards can move through Stone barriers.



Somewhere Scarf

Wizards can move from one Nature Chamber to another.



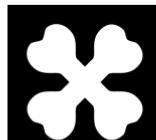
Ring of Resistance

Wizards can move across Fire barriers.



Crown of Clouds

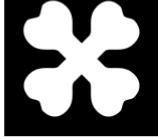
Wizards can move from one Air Chamber to another.





Self-drawing Map

Wizards can take 1 extra Reveal action.



Herbal Tea

When drawing a **Energy**: draw $X + 3$, choose X , discard 3.



Power Gloves

Wizards can take 1 extra Cast action.



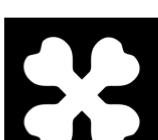
Talking Tome

When drawing a **Spell**: draw 2, choose 1, discard 1.



Sorcerer's Broomstick

Wizards can take 1 extra Activate action.



Enchanted Shovel

When drawing a **Treasure**: draw 2, choose 1, discard 1.



Sandals of Speed

Wizards can take 1 extra Walk action.



Quantum Mirror

When drawing a **Monster**: draw 2, choose 1, discard 1.



Bed in a Bag

Wizards can take 1 extra Rest action.



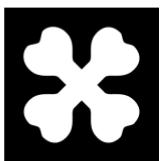
Kaleidoscope

When drawing a **Chamber**: draw 2, choose 1, discard 1.





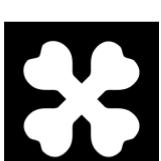
Quest!



Quest!



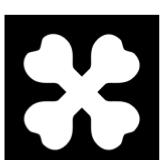
Quest!



Quest!



Quest!



Quest!



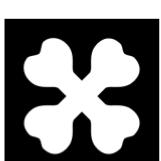
Quest!



Quest!

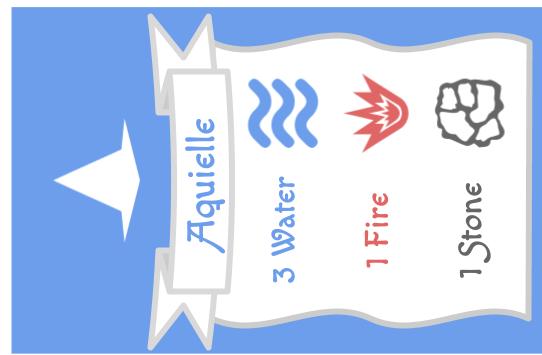
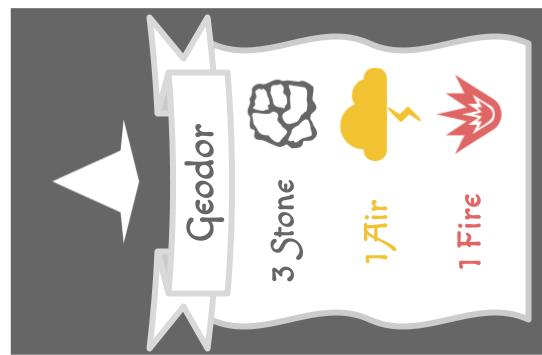
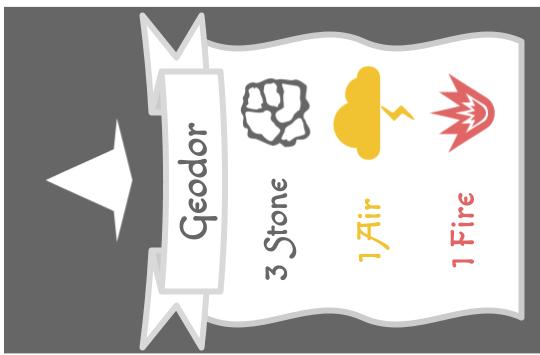
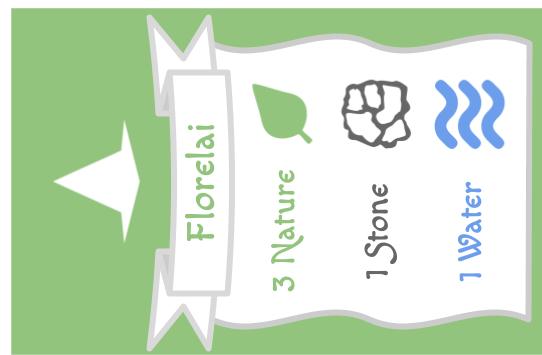
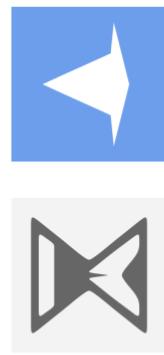
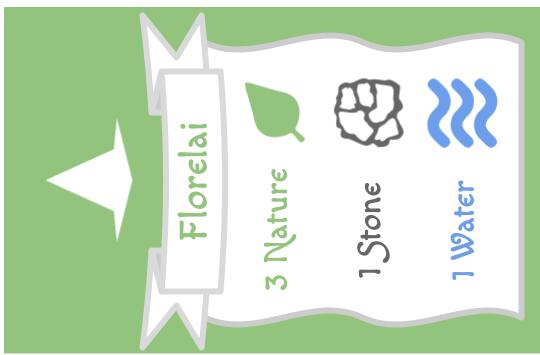
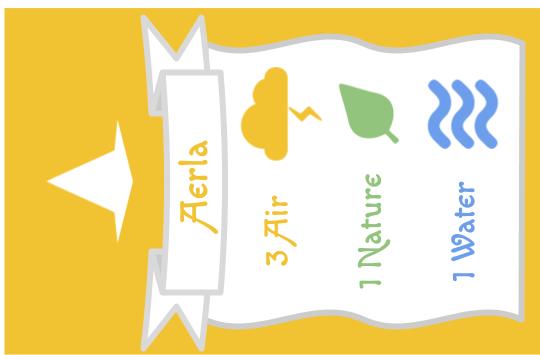


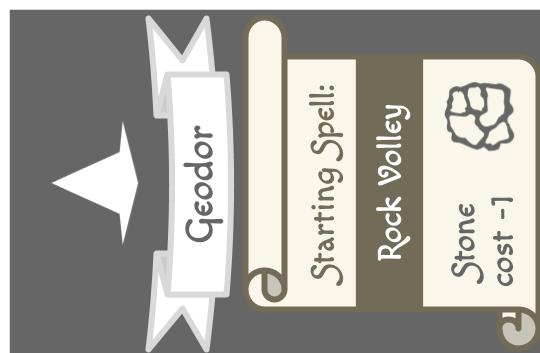
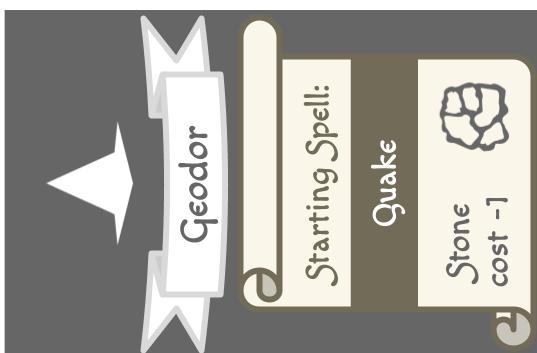
Quest!



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Take 3 actions on your turn

- ★ Rest: Draw 3 Energy from the deck.
- Reveal: Draw a Chamber and enter it.
 - Walk: Move into an adjacent Chamber.
 - Activate: Use a Chamber's ability.
- Cast: Use a Spell by discarding Energy.
- Give: Treasure or Spell or Energy to ally.

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