



What the Hex!?

players: 2-5

age: 12+

time: 120m

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| components | 60 Chamber hexes & 5 Wall hexes 60 Monster cards & 60 Monster tokens & 1d6 10 Wizard cards & 5 Wizard tokens & 1 Time token 160 Quest tokens & 32 Quest guides & 8 Role guides & 4 action guides 30 Treasure cards & 10 Quest cards 34 Spell cards & 6 Quest cards 60 Energy cards & 1 Energy guide & 120 Damage tokens |
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| set up | <ol style="list-style-type: none">Chambers<ol style="list-style-type: none">Place the "Spiral Staircase" Chamber on a table.Shuffle the remaining Chambers to create a Chamber deck.Monsters<ol style="list-style-type: none">Shuffle the Monster cards to create a Monster deck.Set the Monster tokens and Damage tokens aside.Wizards<ol style="list-style-type: none">Each player chooses a Wizard card and a Role 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<ol style="list-style-type: none">Place 3 Treasures face-up as a Discard pile.Shuffle 10 Quest cards and the remaining Treasures into a face-down Treasure deck.Spells<ol style="list-style-type: none">Each player takes their starting Spell, as indicated on the Wizard card.Place 3 Spells face-up as a Discard pile.Shuffle 6 Quest cards and the remaining Spells into a face-down Spell deck.Energy<ol style="list-style-type: none">Each player places their Wizard's starting Energy cards in front of them.Shuffle the remaining Energy cards into an Energy deck. |
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| elements | <ol style="list-style-type: none">Each element has an advantage over 2 other elements:<ol style="list-style-type: none">Air > Nature > Water > Stone > Fire > AirAir > Water > Fire > Nature > Stone > AirAn 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. |
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| timeline | <ol style="list-style-type: none">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. |
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| actions | <ol style="list-style-type: none"> 1. When the Time token reaches your Wizard card, it is your turn. <ol style="list-style-type: none"> a. Optionally defer by swapping your Wizard card with the next card in the Timeline. 2. On your turn, take up to 3 actions: <ol style="list-style-type: none"> a. Rest. Draw 3 Energy cards from the Energy deck. b. Reveal. If your Chamber has an open side, draw a new Chamber and place it there. <ol style="list-style-type: none"> 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. <ol style="list-style-type: none"> i. You cannot move through a barrier. ii. If you exit a Chamber with Monsters, give each 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 a Wizard in your Chamber. 3. On a Monster's turn: <ol style="list-style-type: none"> 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 | <ol style="list-style-type: none"> 1. When a Monster is attacked, place 1 Damage token on its Monster card. <ol style="list-style-type: none"> 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. <ol style="list-style-type: none"> 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: <ol style="list-style-type: none"> 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 | <ol style="list-style-type: none"> 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 | <ol style="list-style-type: none"> 1. When a deck is exhausted, shuffle the corresponding Discard pile 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. 4. In the first round, when drawing Monsters, discard any that drop Treasure. |
| end-game | <ol style="list-style-type: none"> 1. The Wizards win when they all complete their Roles' 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 Role | 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 |

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|----------------|---|--|---|-------------|-------------------------------|
| 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 |
| Icicle 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 | 4 | 1 W F | S | all | Discard 1 Air Energy. Deal 1 damage. | 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 | 7 | 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 | 7 | 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 | 2 | 1 F | S | all | Deal 1 damage to all Wizards and other Monsters. | Fern Forest |
| Ifrit | flying fiery fiend | 1 | f | 5 | 1 F | T | all | Discard 1 Fire Energy. Deal 1 damage. | Molten Glass |
| Cerberus | 3-headed dog | 1 | f | 6 | 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. 1st death: go to deck. | Lava Pool |
| Dragon | flying lizard beast | 1 | f | 9 | 2 W F | T | most Treasure | Deal 3 damage. Discard 1 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 | 4 | 1 | S | next in Time | Deal 2 damage. Slide Wizard right before this in the Timeline. | Tree Roots |
| Manticore | winged lion/scorpion | 1 | n | 6 | 1 W F | T | all | Discard 1 Nature Energy. Deal 1 damage. | 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 | 6 | 1 | T | most Energy | Deal 2 damage. Discard 1 Spell. | Labyrinth |
| Hydra | multiheaded snake | 1 | n | 7 | 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 | 3 | 1 W F | S | most Spells | Deal 1 damage. Push Wizard to random adjacent Chamber. | Crypt |
| Basilisk | stone-gaze snake | 1 | s | 5 | 2 | T | next in Time | Deal 2 damage. Slide Wizard right before this in the Timeline. | Obelisk |
| Bulgasari | metal-eating elephant bear | 1 | s | 5 | 1 | T | most Treasure | Deal 1 damage. Discard 1 Treasure. | Armory |

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|-------------|--------------------|---|---|---|-----|-----------------|---|--------------|
| Golem | stone automaton | 1 | s | 5 | 1S | T all | Deal 1 damage. Discard 1 Stone Energy. | Forge |
| Khorkhoi | sandworm | 1 | s | 8 | 2S | 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 | 1W | E most Energy | Deal 1 damage. | Still Lake |
| Hippocamp | water horse | 2 | w | 3 | 2W | S random | Deal 1 damage. Take a random Monster when moving. | Whirlpool |
| Jotun | frost giant | 1 | w | 6 | 1W | T next in Time | Deal 2 damage. Slide Wizard right before this in the Timeline. | Glacier |
| Makara | elephant/crocodile | 1 | w | 4 | 1W | T all | Discard 1 Water Energy. Deal 1 damage. | Spring |
| Karkinos | giant crab | 1 | w | 5 | 1W | T most Treasure | Heal 2. Discard 1 Treasure. | Coral Reef |
| Kraken | squid monster | 1 | w | 8 | 2W | 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 | 1WF | E all | Pull in Wizards from adjacent Chambers. | Crossroads |
| Alebrije | butterfly/chimera | 2 | p | 4 | 1WF | S all | Discard 1 Aether Energy. Deal 1 damage. | Crystal Cave |
| Kitsune | shapeshifter fox | 1 | p | 5 | 1 | T random | Act as any Monster in this Chamber. If none, deal 1 damage. | Camp |
| Genie | flying magician | 1 | p | 5 | 1WF | T most Spells | Use an attack Spell of this Wizard, then discard it. | Library |
| Unicorn | horned stallion | 1 | p | 6 | 2 | T most Energy | Deal 2 damage. Heal all Monsters in this Chamber by 1. | Waterfall |
| Tarasque | lion/turtle/bear | 1 | p | 8 | 1 | T most Energy | Discard 1 Spell. Push Wizard to any adjacent Chamber. | River |

Wizards (5)

| name | element | Starting Spell | Energy |
|----------|---------|------------------------|----------------------------|
| Aerla | Air | Gust OR Lightning Bolt | 3 Air, 1 Nature, 1 Water |
| Ignus | Fire | Blast OR Fire Ball | 3 Fire, 1 Air, 1 Nature |
| Florelai | Nature | Vines OR Poison Spores | 3 Nature, 1 Stone, 1 Water |
| Geodor | Stone | Quake OR Rock Volley | 3 Stone, 1 Air, 1 Fire |
| Aquielle | Water | Riptide OR Frost Beam | 3 Water, 1 Fire, 1 Stone |

Roles (8)

| name | limit change | first... | then... | finally... |
|-------------|-------------------------------------|------------------|-------------------------------------|-------------------|
| Adventurer | +1 Spell, +1 Treasure, +1 Energy | complete a Quest | complete a second Quest | go to Air Chamber |
| Collector | +2 Treasures | complete a Quest | acquire 5 Treasures | go to Air Chamber |
| Scholar | +2 Spells | complete a Quest | acquire 5 Spells | go to Air Chamber |
| Healer | +3 Energy | complete a Quest | give Energy to each ally | go to Air Chamber |
| Explorer | +1 Reveal Action | complete a Quest | collectively reveal 20 Chambers | go to Air Chamber |
| Runner | +1 Walk Action | complete a Quest | give Spell or Treasure to each ally | go to Air Chamber |
| Slayer | +1 Cast Action | complete a Quest | defeat 6 Monsters | go to Air Chamber |
| Beastmaster | Reveal: draw 3, choose 1, discard 2 | complete a Quest | get 3 Monsters to home Chambers | go to 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 |
| Aether | 10 | use as any element |

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graph TD
    Air --> Fire
    Air --> Nature
    Air --> Water
    Fire --> Air
    Fire --> Nature
    Nature --> Water
    Stone --> Fire
    Water --> Stone
  
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Treasures (30)

| name | type | effect |
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| 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 with +1 range. |
| Flame Blade | attack | Fire Spells deal double damage with +1 range. |
| Wildwood Wand | attack | Nature Spells deal double damage with +1 range. |
| Glowstone Hammer | attack | Stone Spells deal double damage with +1 range. |
| Seafarer's Trident | attack | Water Spells deal double damage with +1 range. |
| 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. |

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| 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 | range attack | Deal 2 damage to a Monster in this or adjacent Chamber. | 1 Air |
| Fireball | range attack | | 1 Fire |
| Poison Spores | range attack | | 1 Nature |
| Rock Volley | range attack | | 1 Stone |
| Frost Beam | range attack | | 1 Water |
| Magic Arrow | range attack | Deal 3 damage to a Monster in this or adjacent 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. | 2 Air |
| Blast | move attack | - OR - | 2 Fire |
| Vines | move attack | Move a Monster 1-2 Chambers & deal 2 damage. | 2 Nature |
| Quake | move attack | | 2 Stone |
| Riptide | move attack | | 2 Water |
| Telekinesis | move attack | As above, but 3 damage. | 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. | 3 Air |
| Flame Thrower | ultimate | Deal 3 damage to all Monsters here and in 2 adjacent Chambers. Blocked by a Stone or Water barrier. | 3 Fire |
| Plague | ultimate | Deal 2 damage to all Monsters in this Chamber and each adjacent Chamber. Blocked by a Fire or Stone barrier. | 3 Nature |

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| 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. | 3 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. | 3 Water |
| Implosions | ultimate | Deal 6 damage across one or more Monsters, in any Chamber(s). | 3 Aether |
| Smoke Signal | combination | Move a Wizard from anywhere to this Chamber. | 1 Air or 1 Fire |
| Carrier Creature | combination | Send a Treasure or Spell to a Wizard in any Chamber. | 1 Air or 1 Nature |
| Sandstorm | combination | Move all Monsters in this Chamber to an adjacent one. | 1 Air or 1 Stone |
| Cloud Cover | combination | Move up to 2 Chambers, but don't trigger anything. | 1 Air or 1 Water |
| Bonfire | combination | Move all adjacent Monsters into this Chamber. Optionally, leave. | 1 Fire or 1 Nature |
| Alchemy | combination | Discard a Treasure or Spell and draw a new Treasure. | 1 Fire or 1 Stone |
| Steam Jets | combination | Activate this or adjacent Chamber, even with Monsters. | 1 Fire or 1 Water |
| Terraform | combination | Discard an adjacent Chamber and draw a new one. | 1 Nature or 1 Stone |
| Healing Elixir | combination | All Wizards in this or adjacent Chamber draw 3 Energy. | 1 Nature or 1 Water |
| Mudslide | combination | Slide a Monster in this Chamber anywhere in the Timeline. | 1 Stone or 1 Water |

Quests (1 | 30)

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| Treasure | Rubber Trousers |
| reveal | <ol style="list-style-type: none">Set the Rubber Trousers aside. |
| Quest | <ol style="list-style-type: none">A Wizard takes a Quest token when entering one of these Chambers: Vine Jungle, Fern Forest, Tree Roots.A Wizard with a Quest token takes the Rubber Trousers when entering one of these Chambers: Forge, Armory, Camp.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 | <ol style="list-style-type: none">Draw 1 Monster into each Chamber with a Fire barrier (up to 6 random Chambers).Insert these into the Timeline right before now. |
| Quest | <ol style="list-style-type: none">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. |
| done if... | The Quest card has 6 Quest tokens. |
| lose if... | The Fireproof Cloak is discarded in any way. |
| Treasure | Spidersilk Sweater |
| reveal | <ol style="list-style-type: none">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. |
| Quest | <ol style="list-style-type: none">Get the Ogumo to the Spider Web.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 | <ol style="list-style-type: none">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. |
| Quest | <ol style="list-style-type: none">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
- The Bulgasari moves towards the Platinum Shield.

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

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

Quest

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

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

lose if... The Umbrella Staff is discarded in any way.

Treasure Thunder Bow

reveal

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

Quest

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

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

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

Quest

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

done if... The dragon is killed.

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

Treasure Wildwood Wand

reveal

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

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

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| 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"> 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. If any of the 3 Pixies are not out, insert them into the Timeline right before now. Move one Pixie to each of those three Chambers. |
| Quest | <ol style="list-style-type: none"> The Pixies cannot be moved from their designated Chamber. 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"> If the Crystal Cave is not out, add it, as close as possible to this Wizard. Move this Wizard to the Crystal Cave. This Wizard takes a Quest token. |
| Quest | <ol style="list-style-type: none"> 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. 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"> All Wizards draw 3 Energy. |
| Quest | <ol style="list-style-type: none"> Imps, Ifrit, Cerberus, and Gargoyles can only be killed by the Wizard with the Chalice of Holy Water. These Monsters will not move into a Chamber with the Chalice of Holy Water. Each time an Imp, Ifrit, Cerberus, or Gargoyle is killed, add a Quest token to the Quest card. The first time the Chalice of Holy Water enters the Hell Hole, Crypt, or Ancient Ruins, 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"> If the Fortress is not out, put it on top of the Chamber deck. |
| Quest | <ol style="list-style-type: none"> Bring the Crown of Clouds to the Fortress. All Monsters not part of other Quests move towards the Crown of Clouds. |

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| 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 | <ol style="list-style-type: none"> If the Volcano is not out, add it, as far as possible from the Ring of Resistance. If any of the 3 Goblins are not out, insert them into the Timeline right before now. Move the Goblins to the Volcano. |
| Quest | <ol style="list-style-type: none"> Bring the Ring of Resistance to the Volcano. 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 | <ol style="list-style-type: none"> If the Icicle Cave is not out, add it, as far as possible from the Somewhere Scarf. If the Jotun is not out, insert it into the Timeline right before now. Move the Jotun to the Icicle Cave. |
| Quest | <ol style="list-style-type: none"> 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. 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 | <ol style="list-style-type: none"> 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. 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 3+ Monsters at once. |
| Treasure | Aquatic Amulet |
| reveal | <ol style="list-style-type: none"> If the Well is not out, add it, as close as possible to the Aquatic Amulet. If the Karkinos is not out, insert it into the Timeline right before now. Move the Karkinos to the Spiral Staircase. |
| Quest | <ol style="list-style-type: none"> The Wizard with the Aquatic Amulet cannot be teleported and cannot move through Stone or Fire barriers. 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.
3. If the Scrap Heap is not out, put it atop the Chamber deck.

Quest 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.

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 one Energy of each element (Air, Fire, Nature, Stone, Water, and Aether).

lose if... The Quest card has 3 Quest tokens.

Treasure Self-drawing Map

reveal 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 1. If any of the Coatl 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 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 Coatl 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 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 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 1. If the Khorkoi is not out, insert it into the Timeline right before now.
2. Move the Khorkoi to the Enchanted Shovel.

Quest 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.

done if... The Quest card has 3 Quest tokens.

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

Treasure Talking Tome

reveal

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

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

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

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

Quest

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

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

Quest

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.