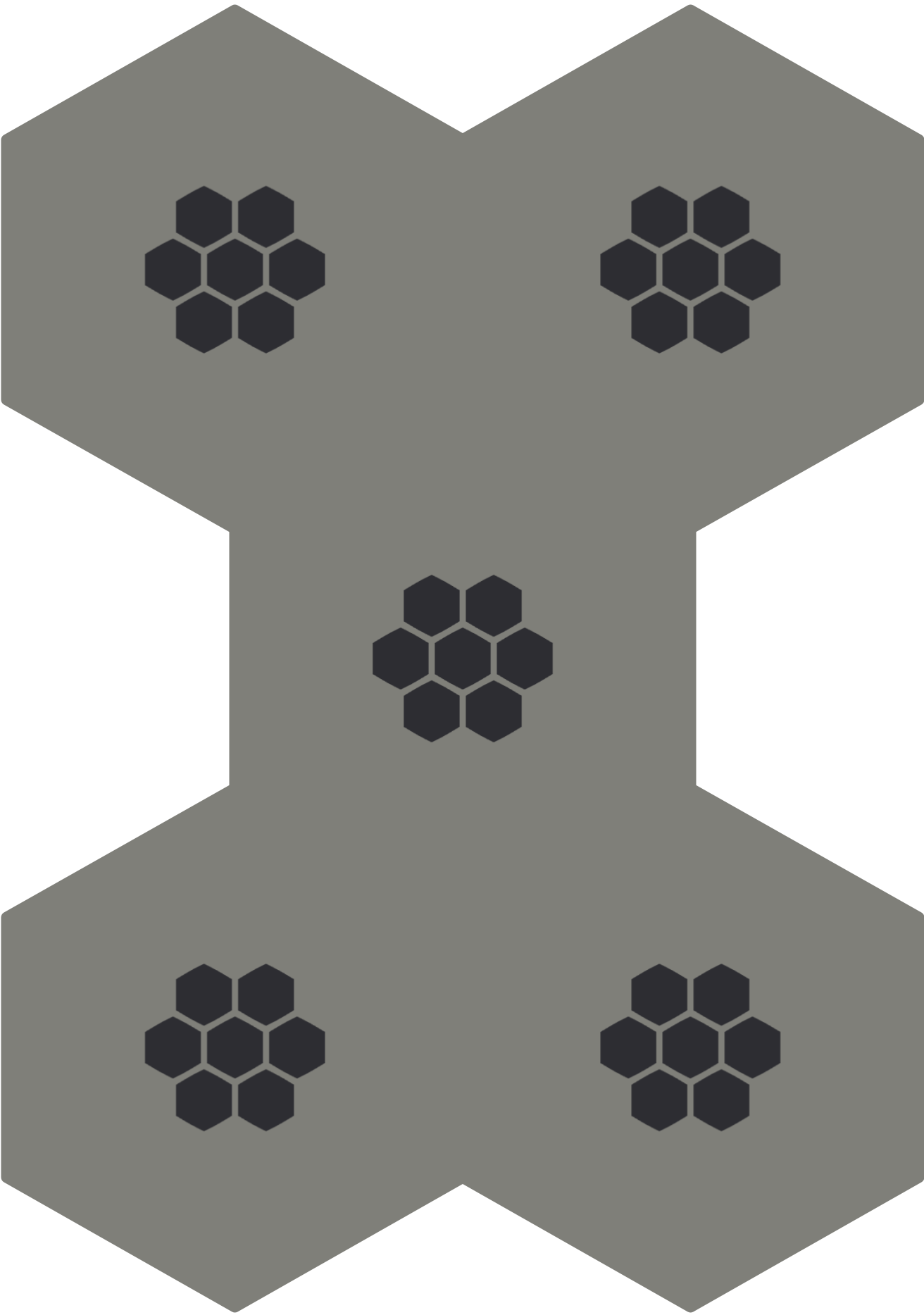
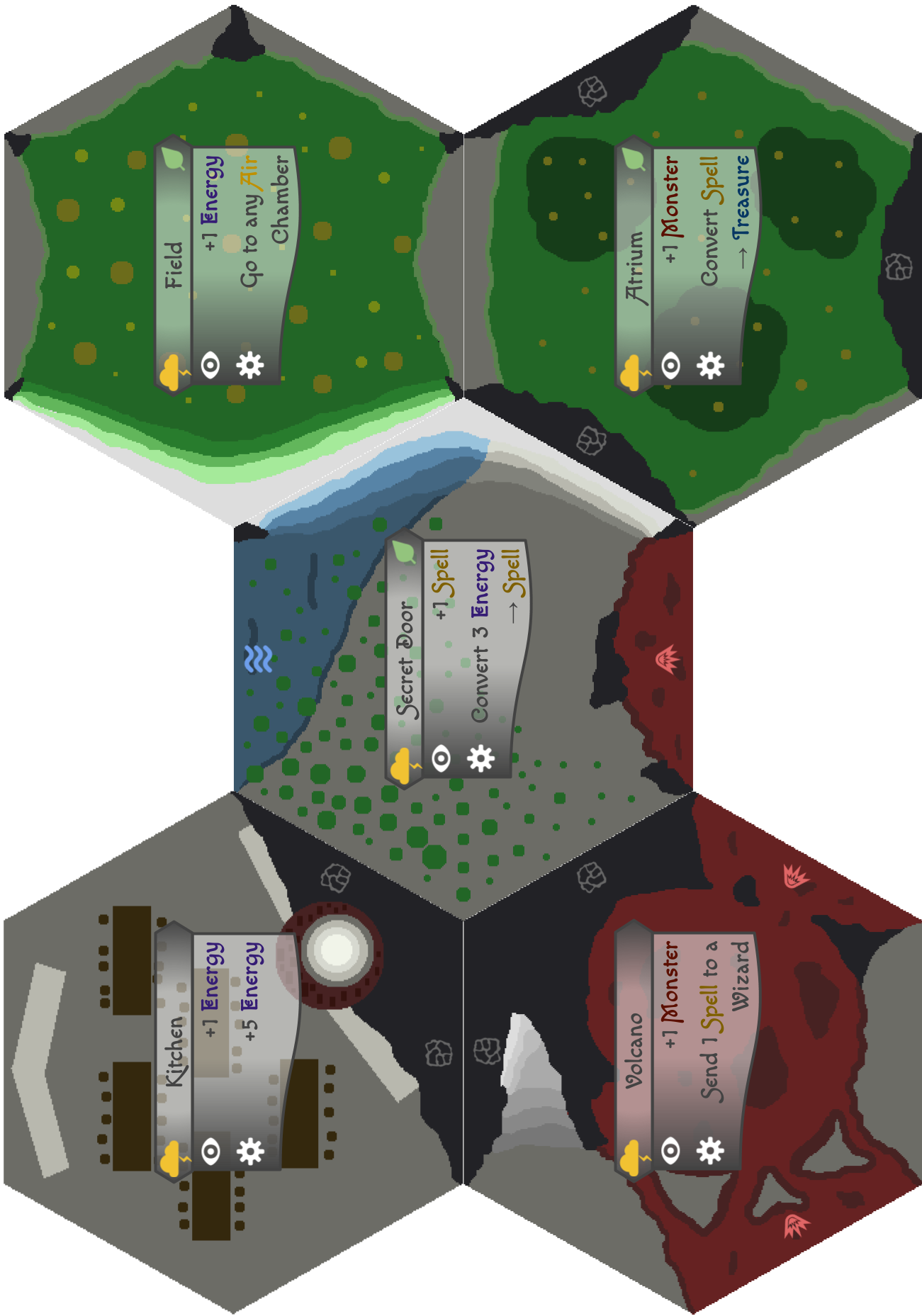
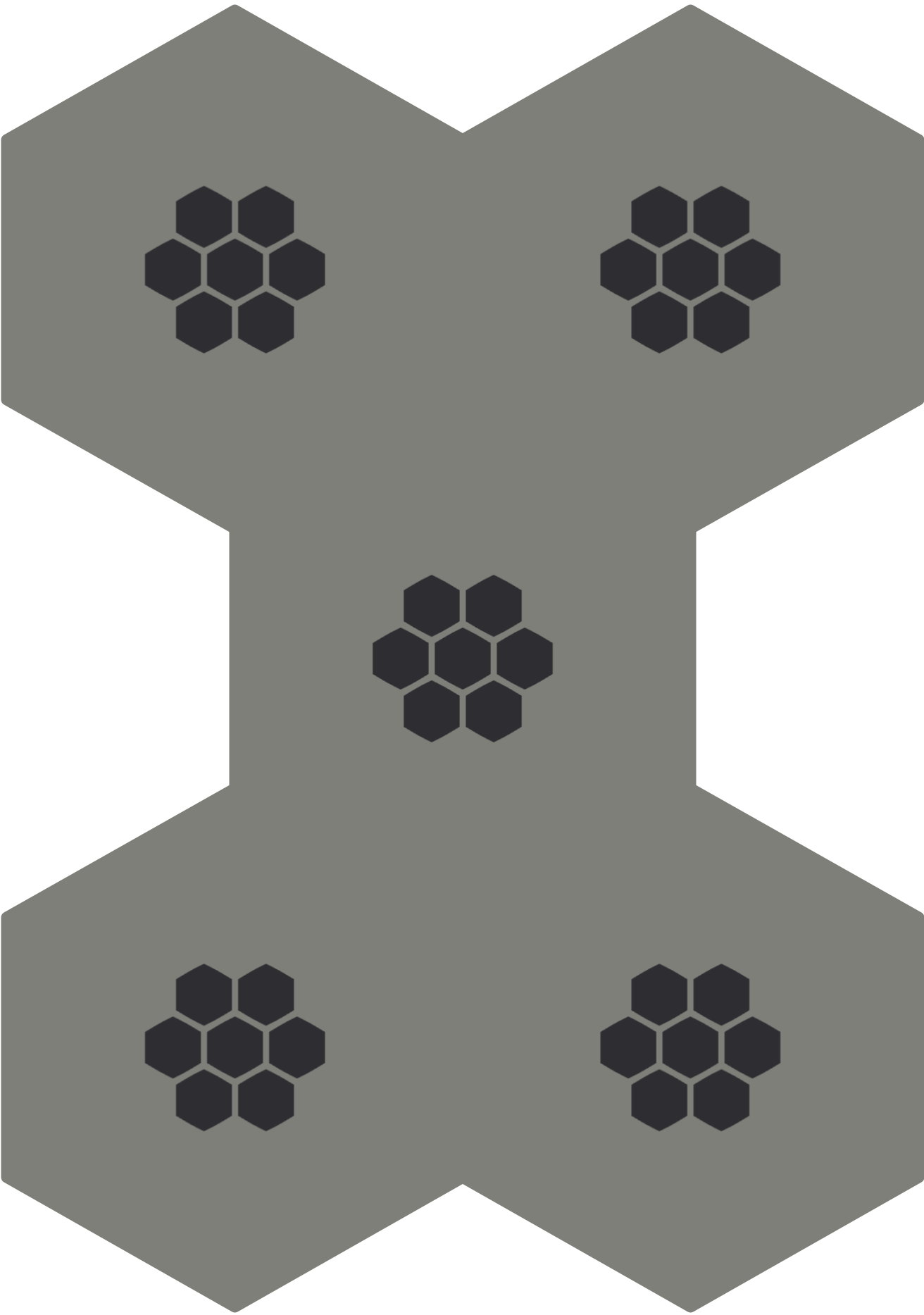












Lava Pool

+1 Monster

Go to any Fire Chamber

🎯 ⚙️

Forge

+1 Treasure

+1 Treasure

🎯 ⚙️

Lava River

+1 Monster

+1 Spell

🎯 ⚙️

Cove

+1 Monster

Convert 3 Energy → Treasure

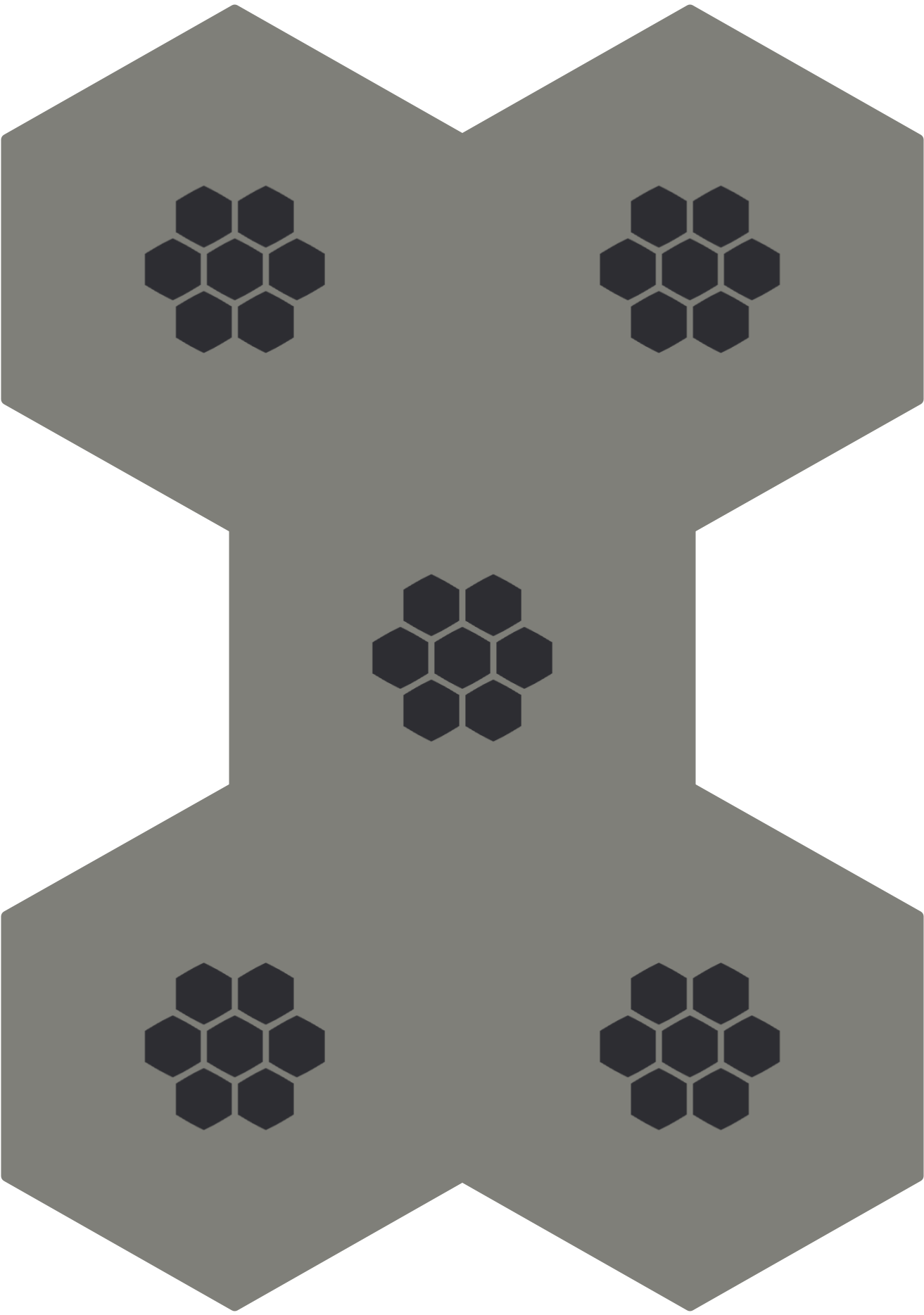
☁️ 🎯 ⚙️

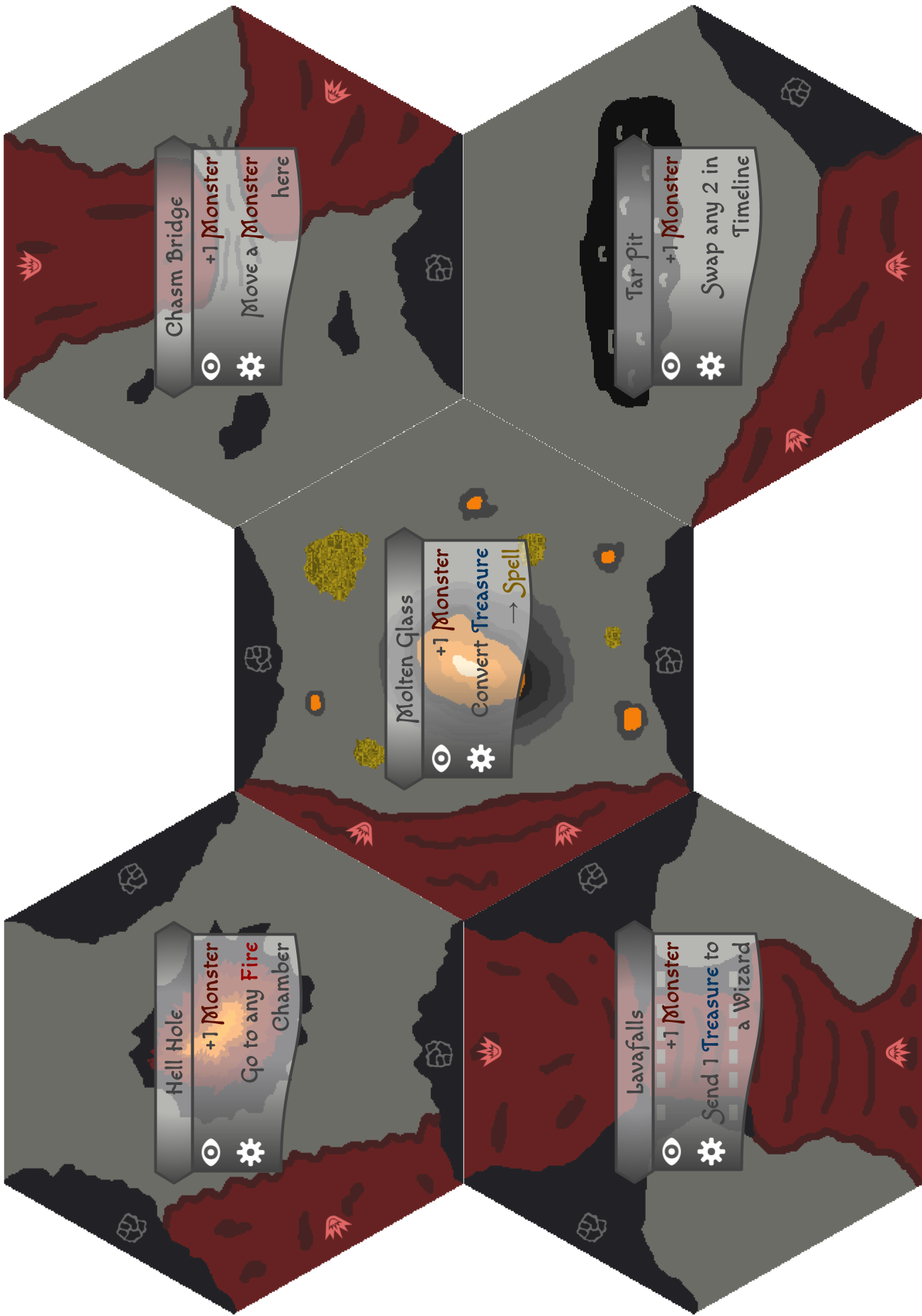
Well

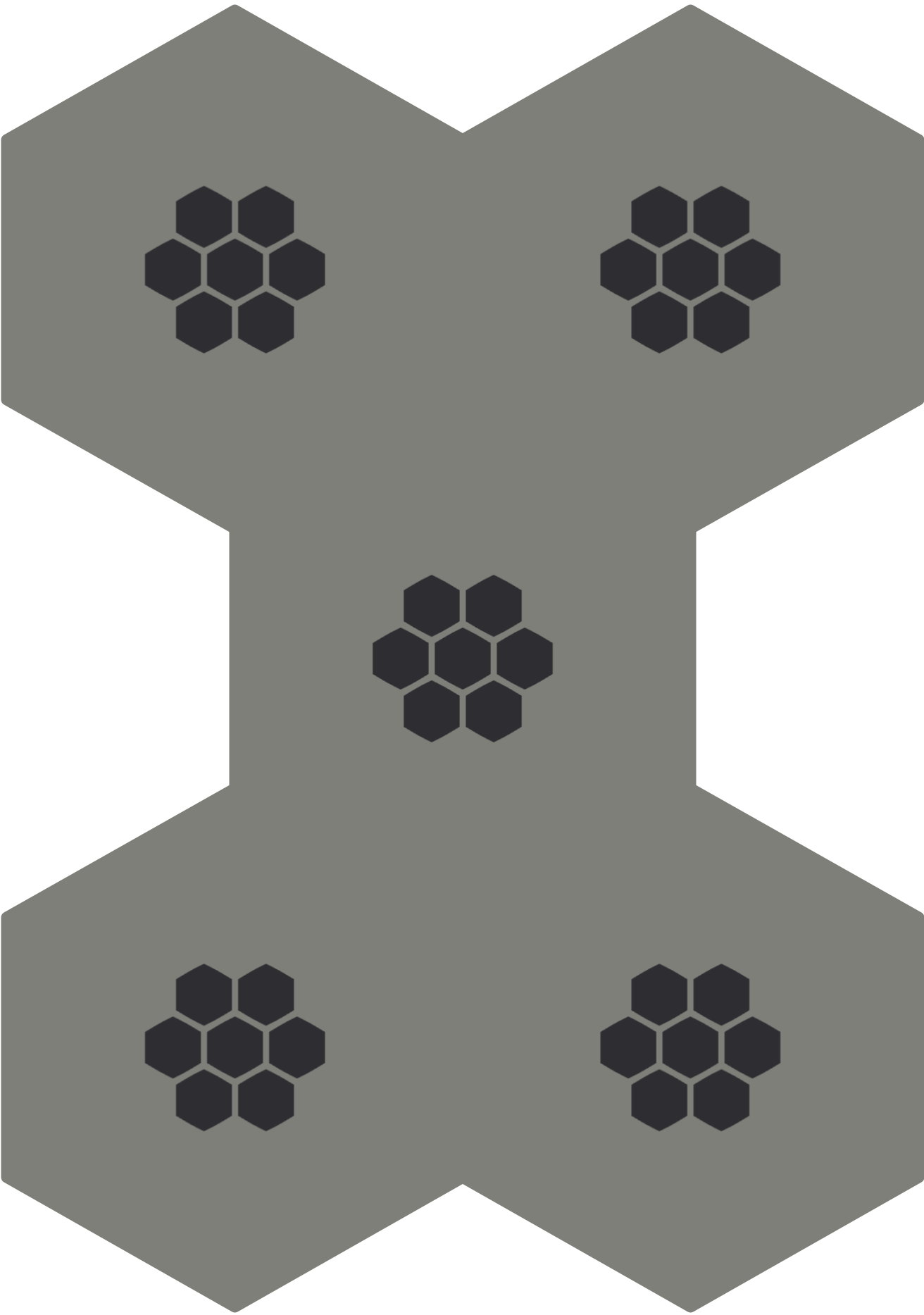
+1 Treasure

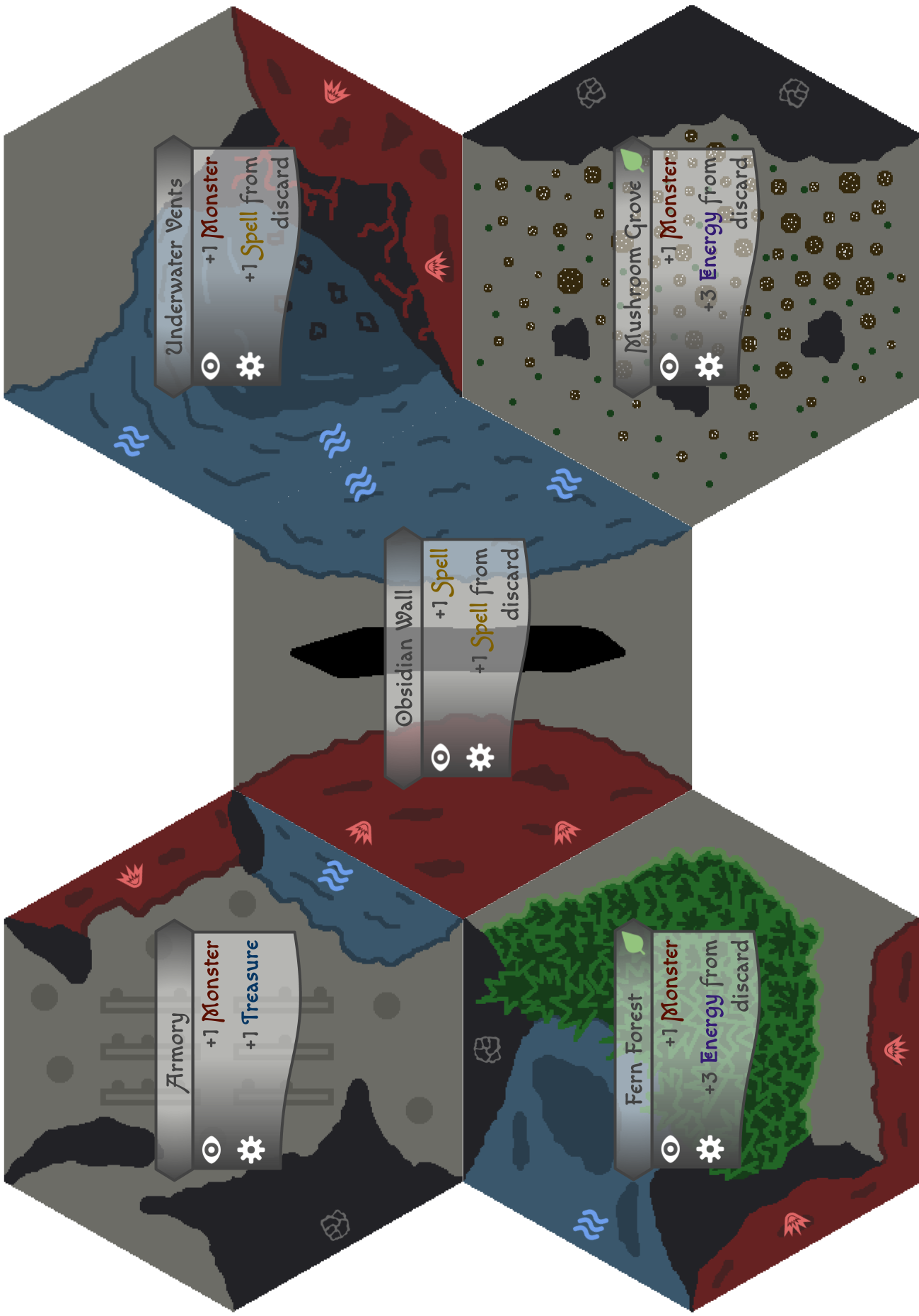
+5 Energy

☁️ 🎯 ⚙️









Underwater Vents

+1 Monster

+1 Spell from
discard



Mushroom Grove

+1 Monster

+3 Energy from
discard



Obsidian Wall

+1 Spell

+1 Spell from
discard



Armory

+1 Monster

+1 Treasure

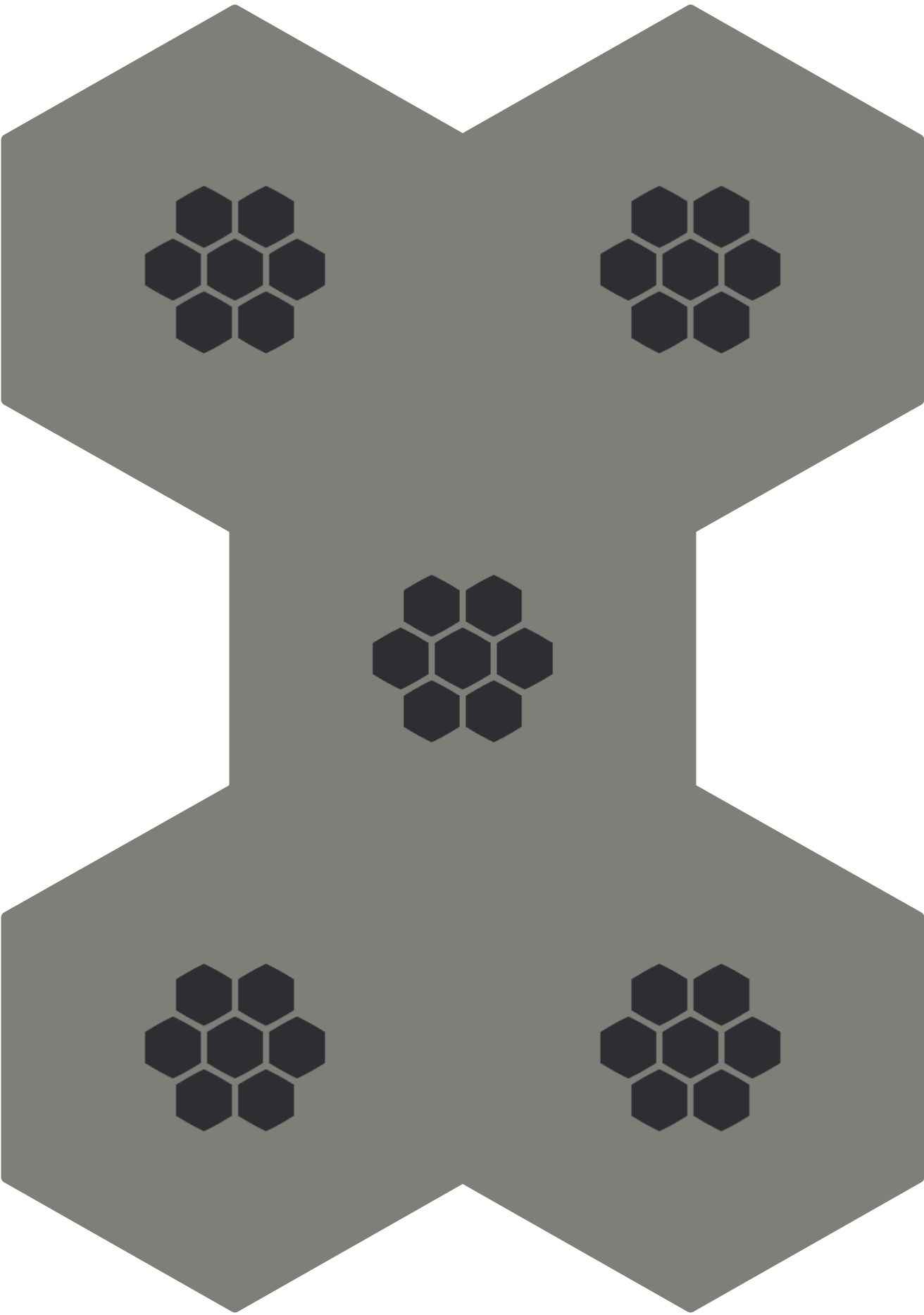


Fern Forest

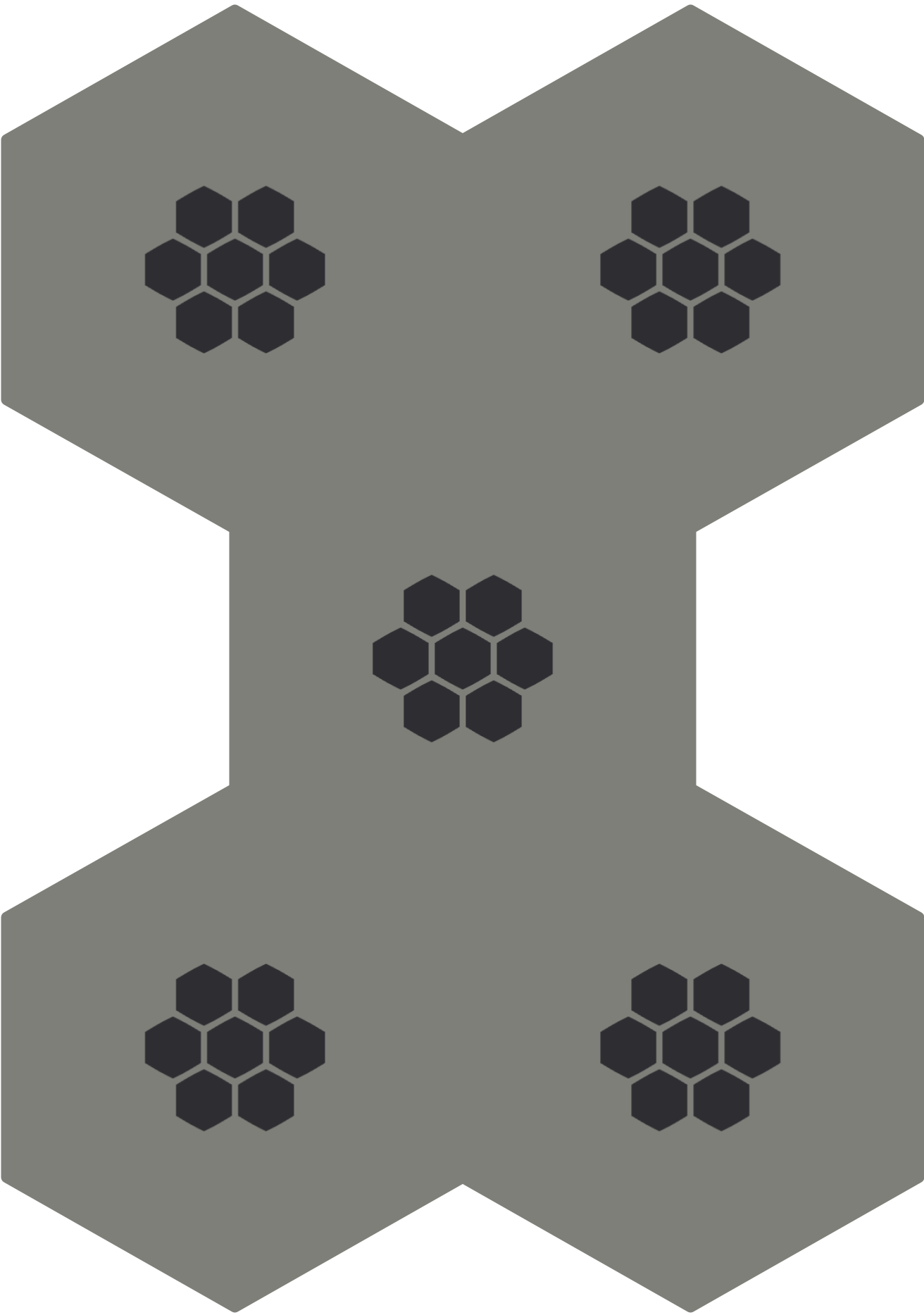
+1 Monster

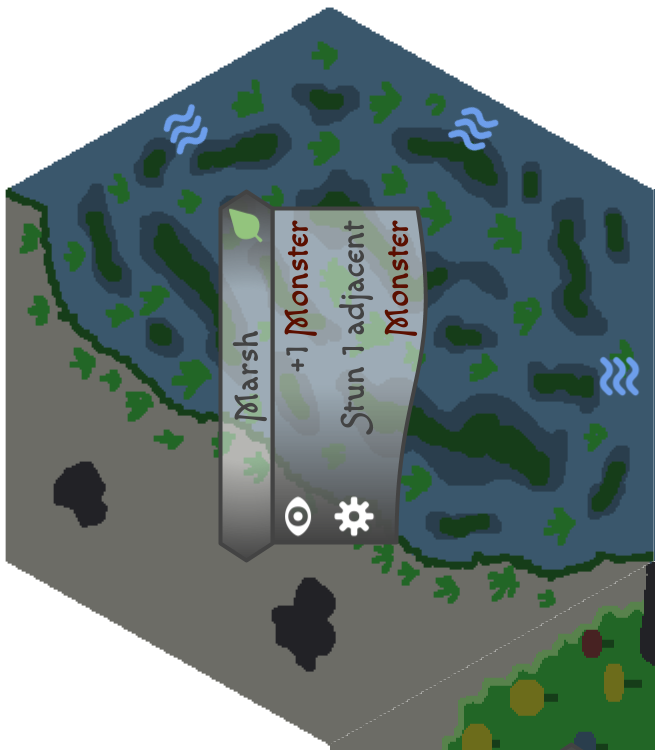
+3 Energy from
discard











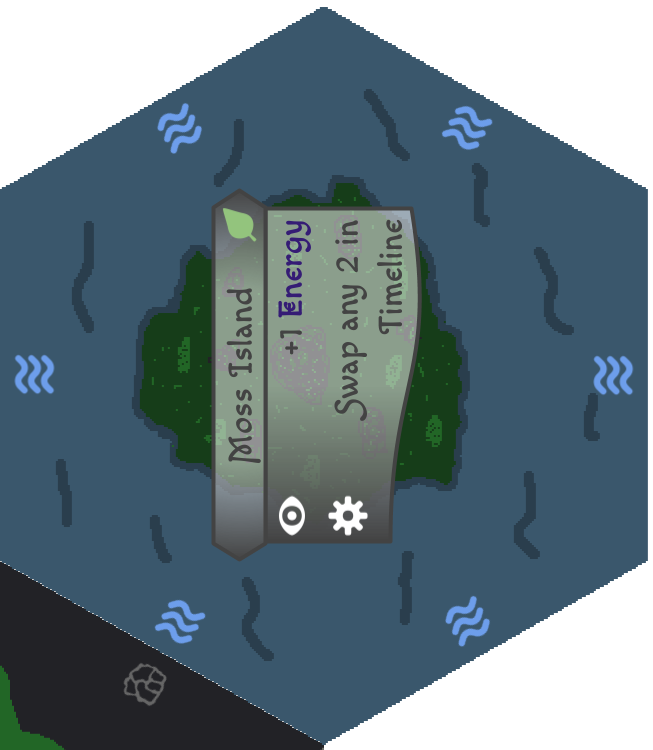
Marsh

+1 Monster

Stun 1 adjacent Monster

Eye icon

Gear icon



Moss Island

+1 Energy

Swap any 2 in Timeline

Eye icon

Gear icon



Magic Garden

+1 Spell

+1 Spell

Eye icon

Gear icon



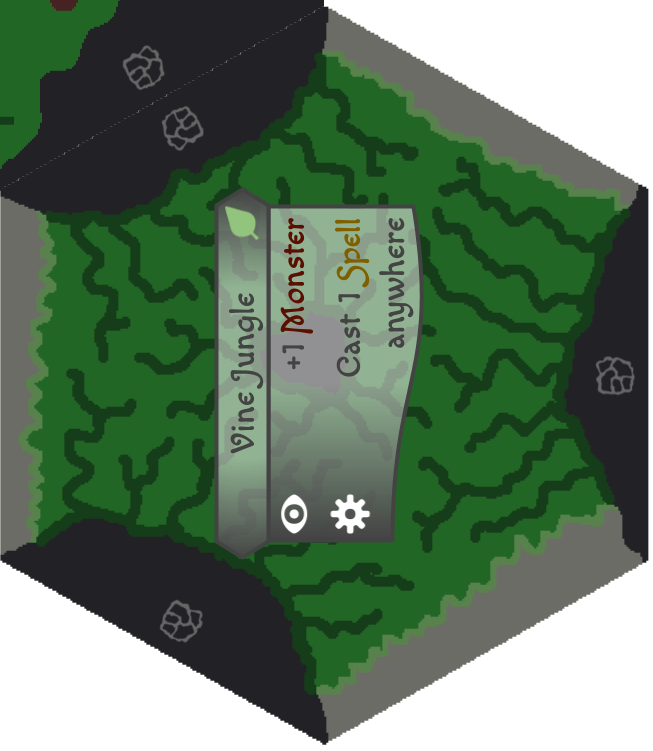
Insect Mounds

+1 Monster

Go to any Nature Chamber

Eye icon

Gear icon



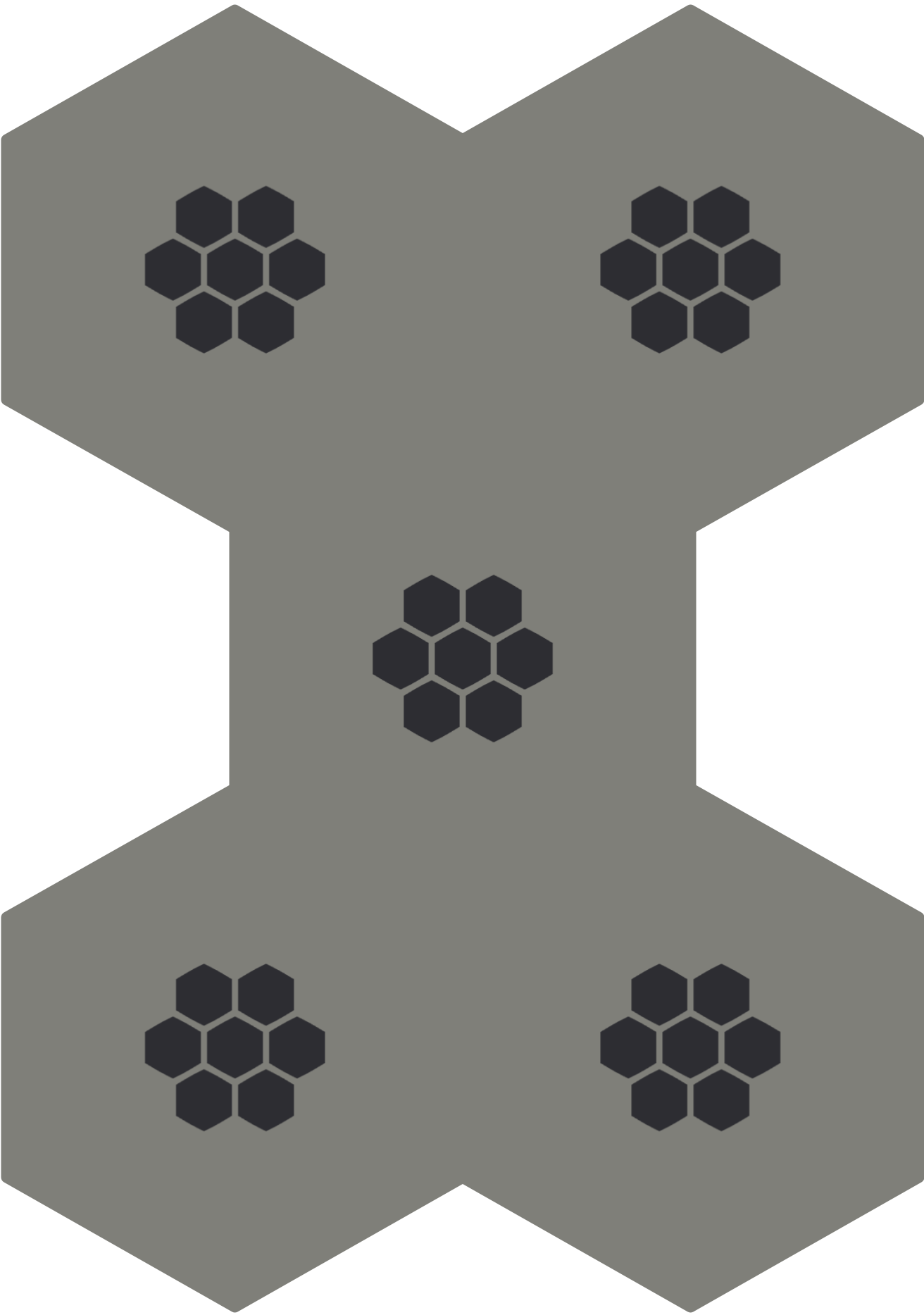
Vine Jungle

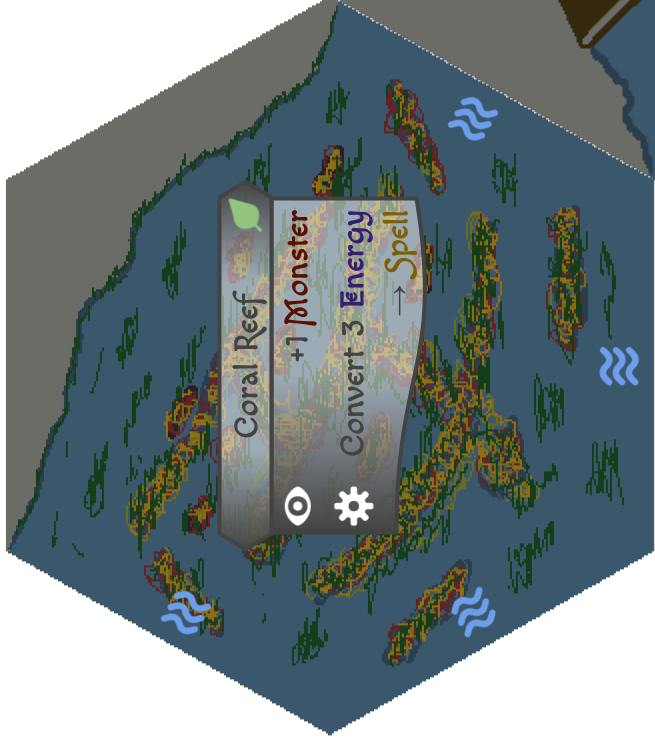
+1 Monster

Cast 1 Spell anywhere

Eye icon

Gear icon



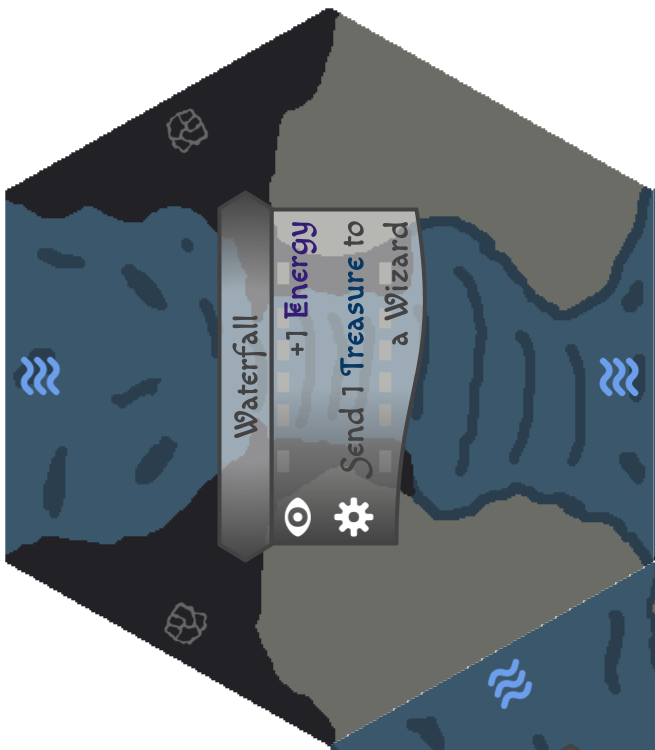


Coral Reef

+1 **Monster**

Convert 3 **Energy** → **Spell**

👁 ⚙

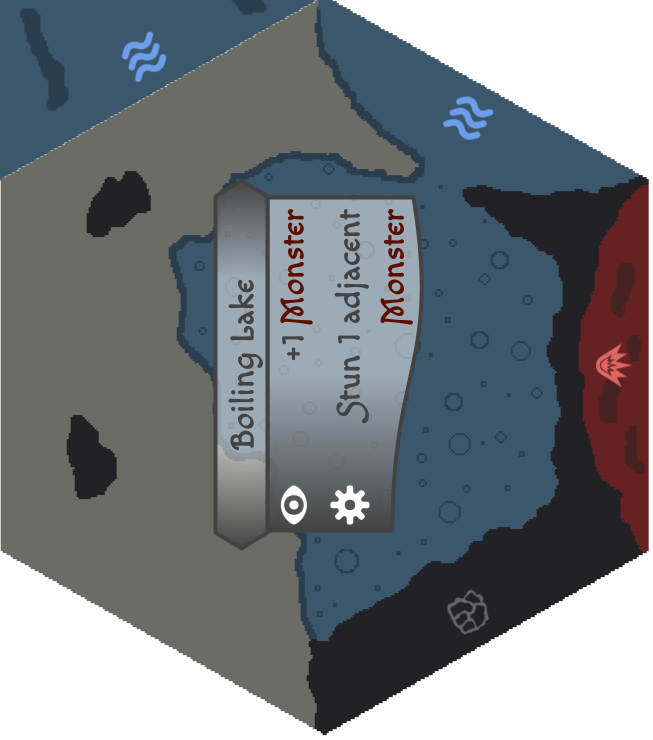


Waterfall

+1 **Energy**

Send 1 **Treasure** to a **Wizard**

👁 ⚙

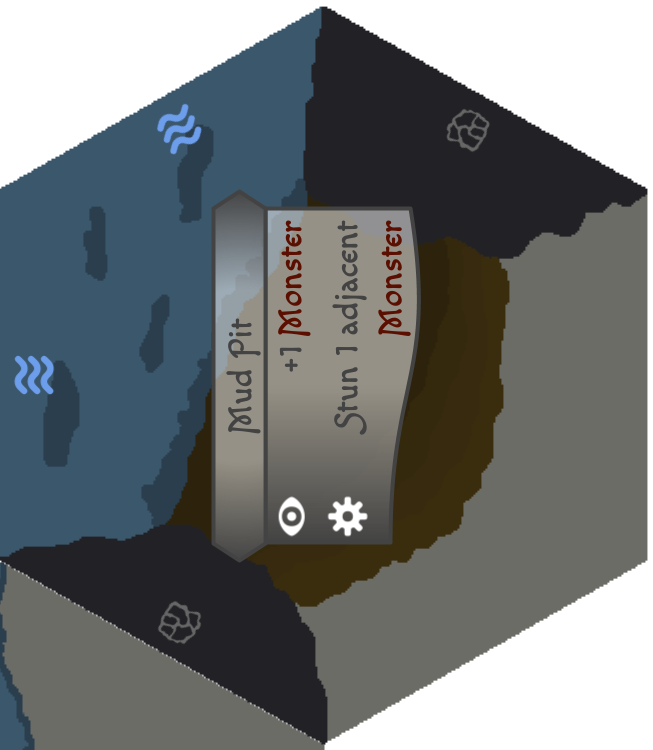


Boiling Lake

+1 **Monster**

Stun 1 adjacent **Monster**

👁 ⚙



Mud Pit

+1 **Monster**

Stun 1 adjacent **Monster**

👁 ⚙

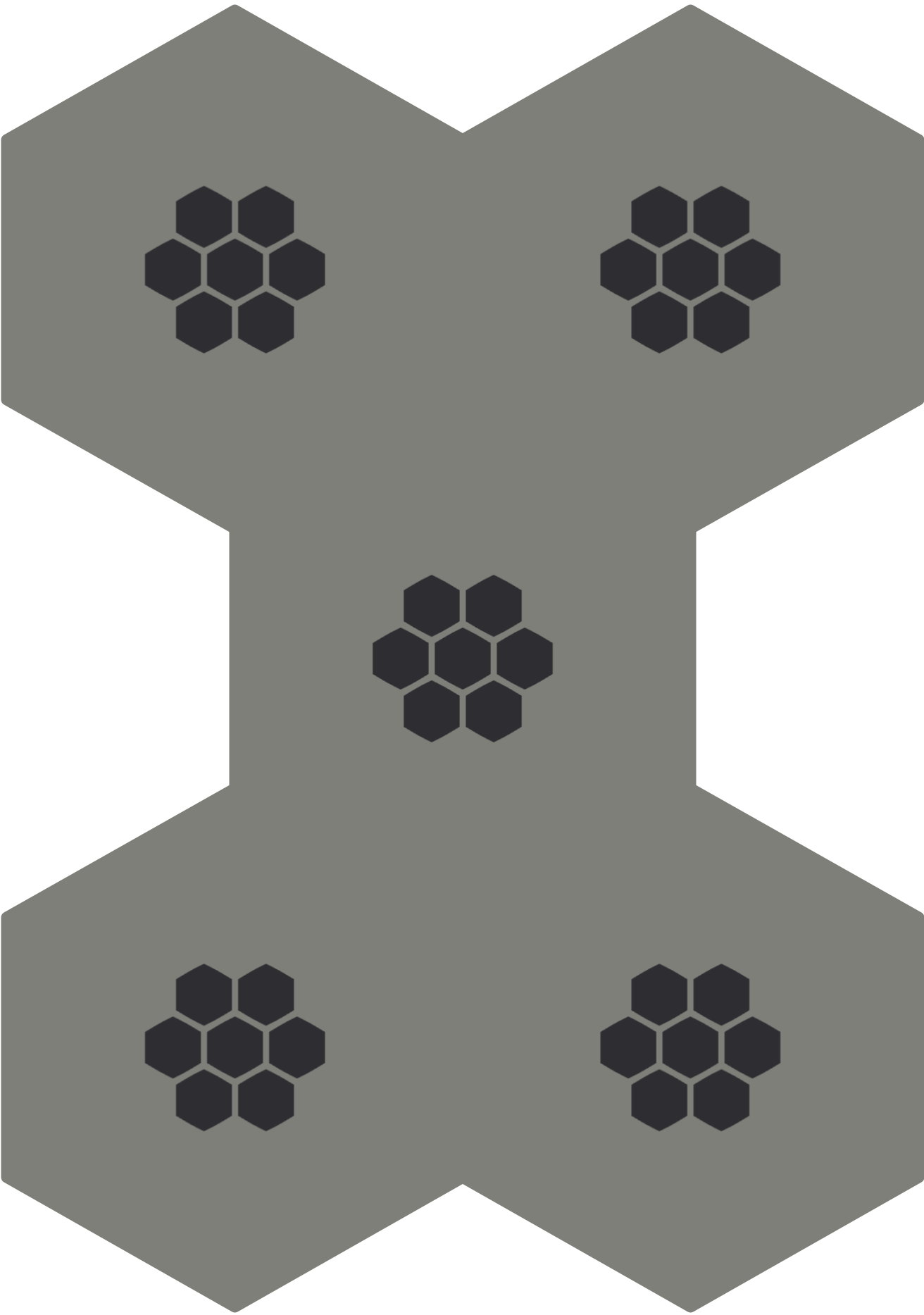


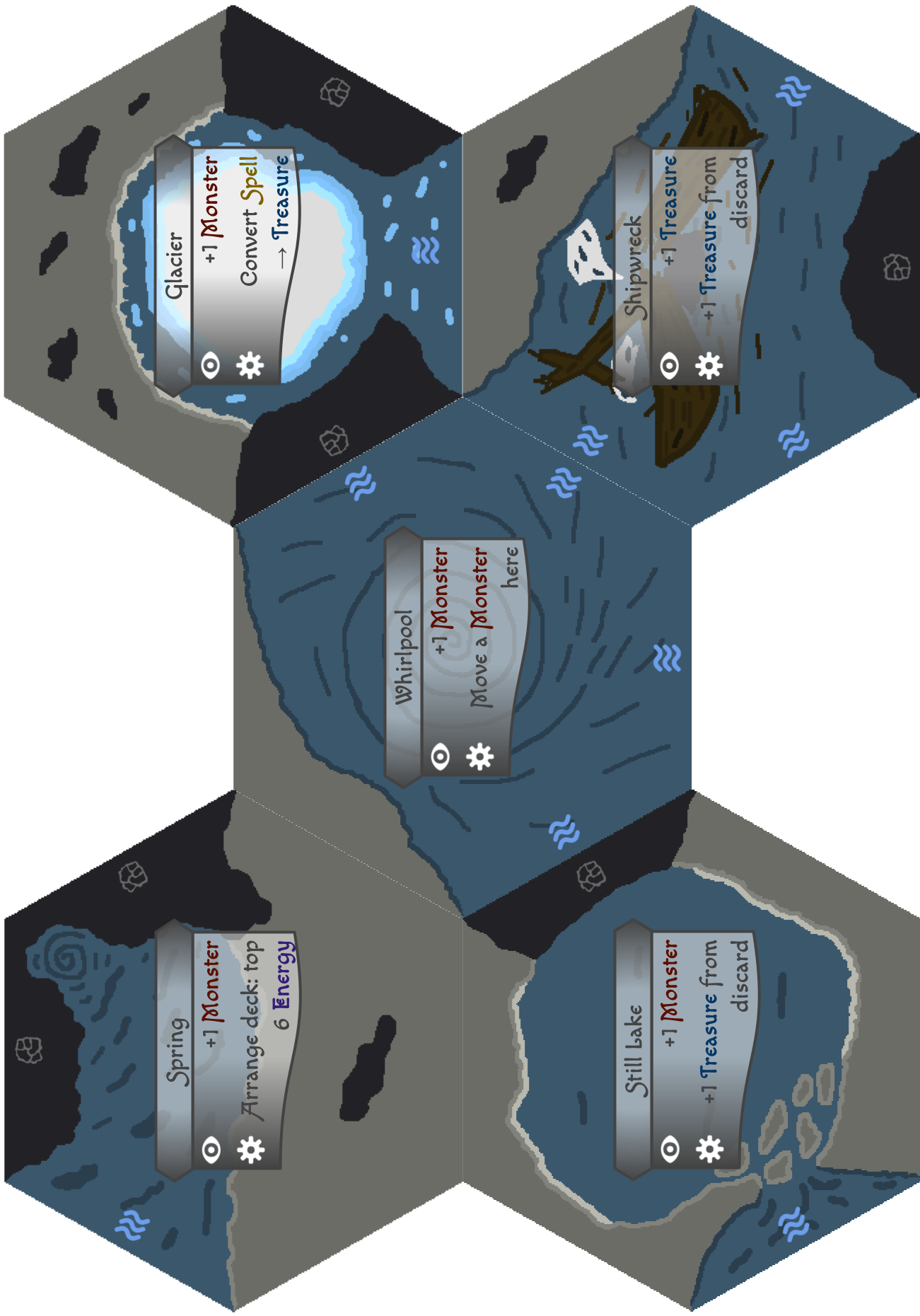
River

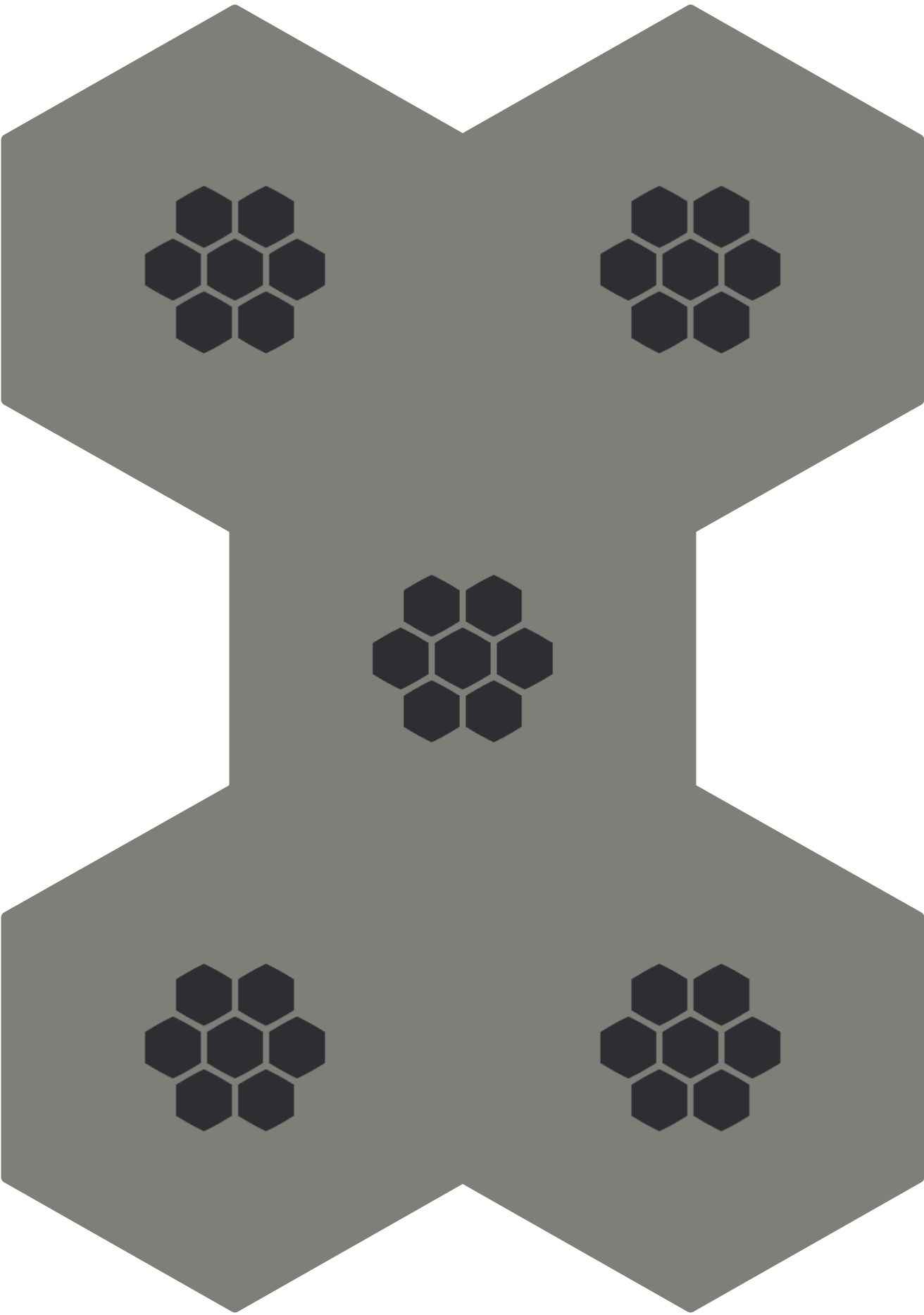
+1 **Monster**

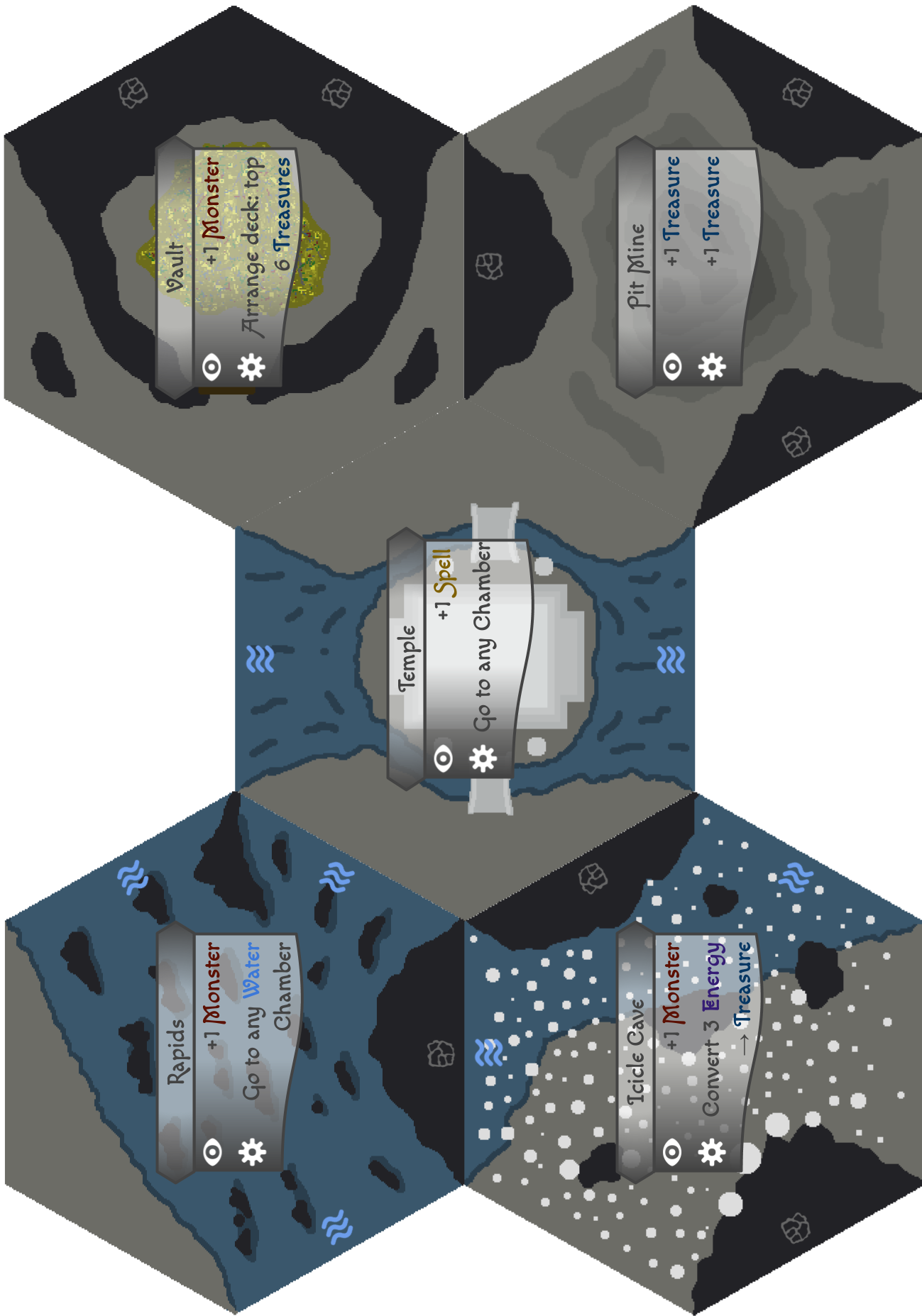
Go to any **Water** Chamber

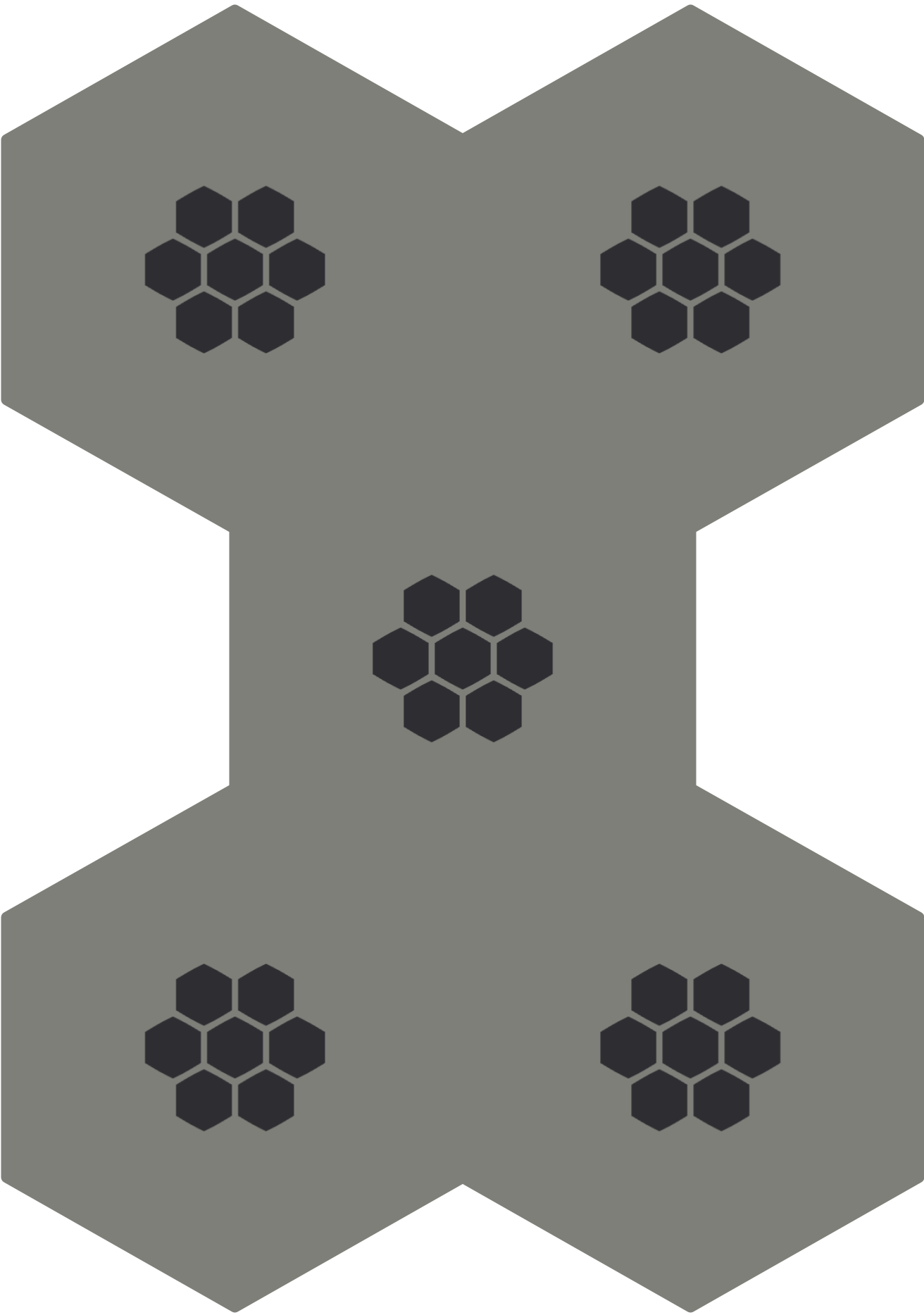
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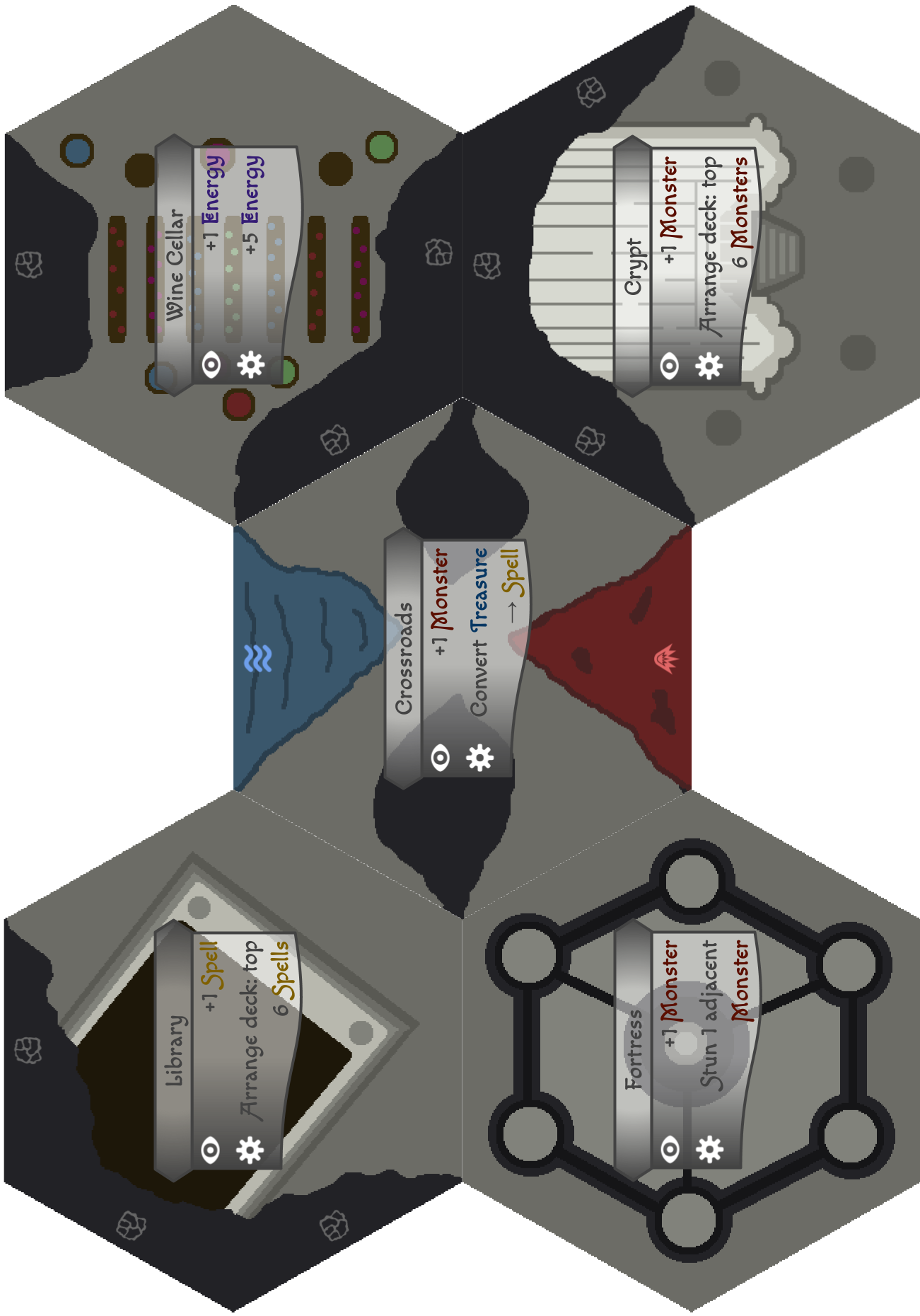


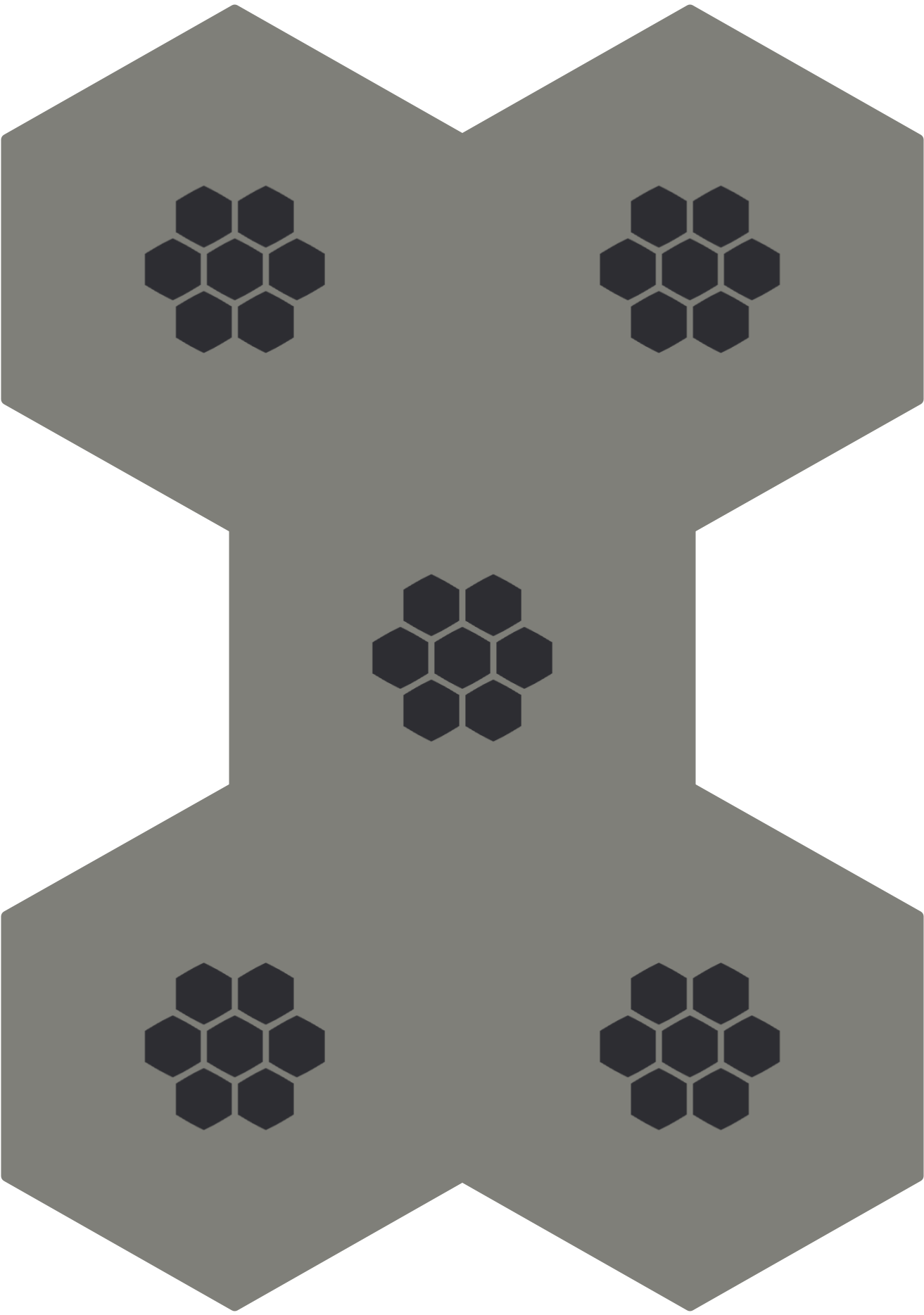














Camp

+1 Monster

Swap any 2 in Timeline

👁 ⚙

Crystal Cave

+1 Treasure

+1 Spell

👁 ⚙

Bottomless Pit

+1 Monster

Discard 1 adjacent Monster

👁 ⚙

Scrap Heap

+1 Monster

+1 Treasure from discard

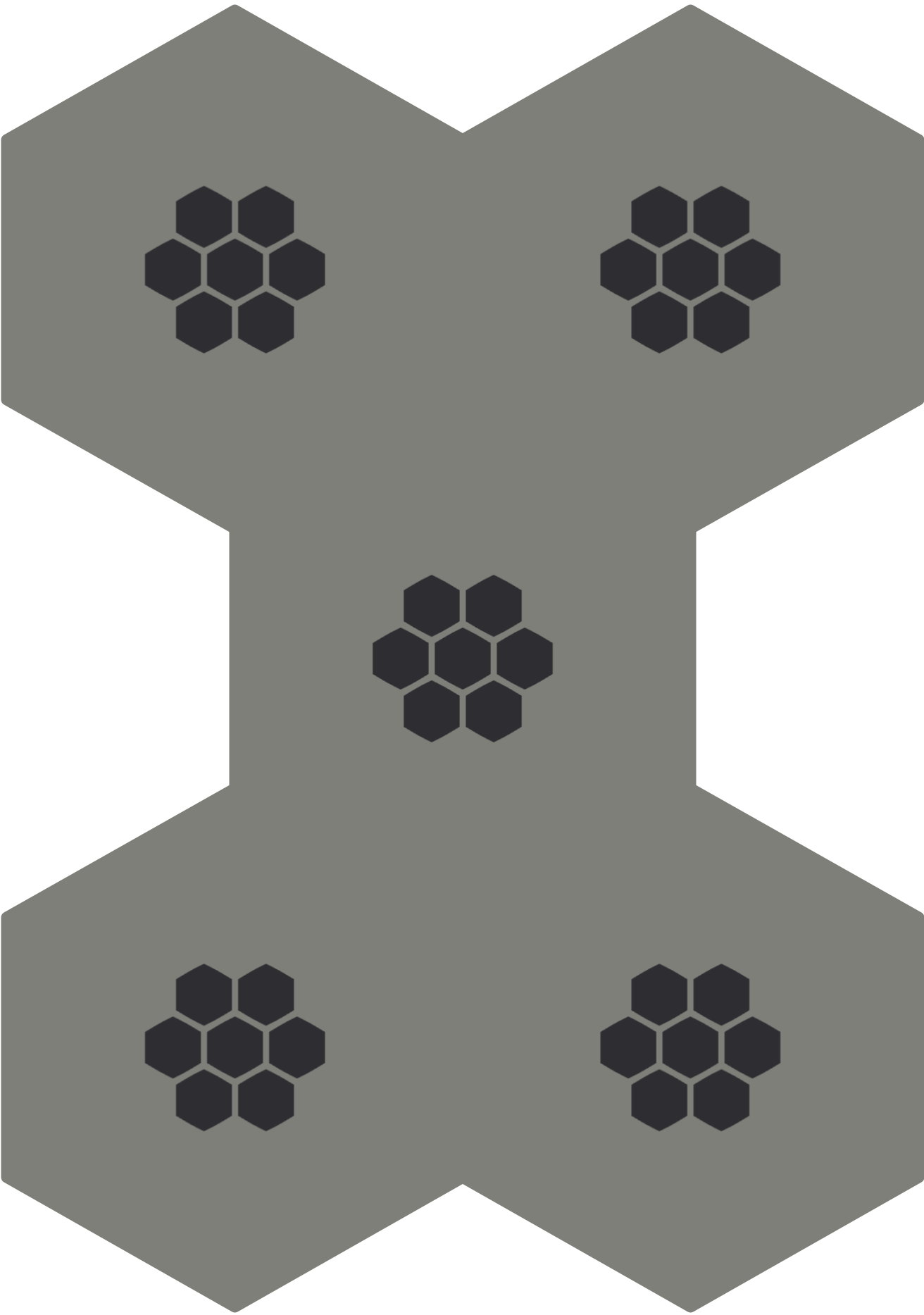
👁 ⚙

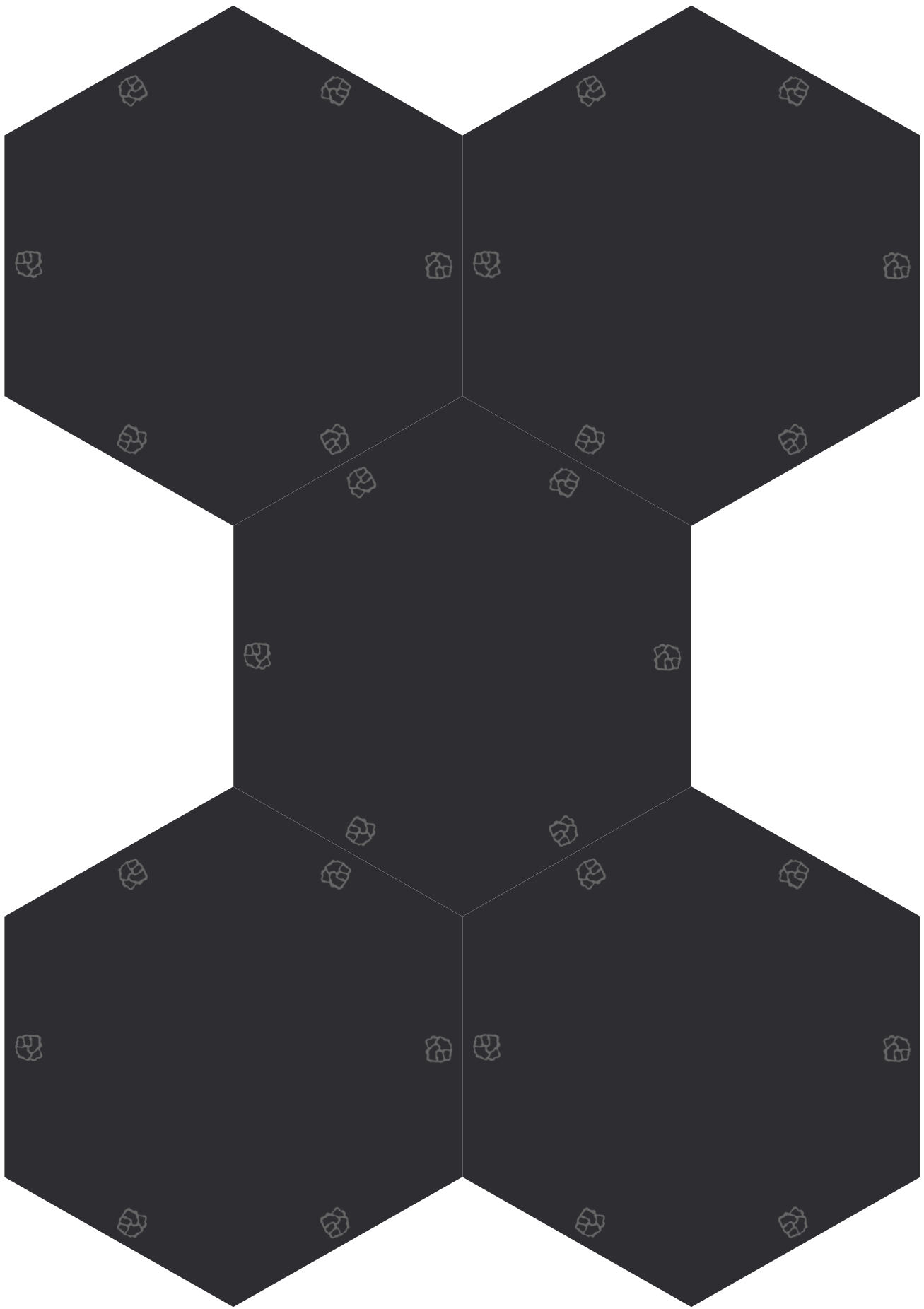
Obelisk

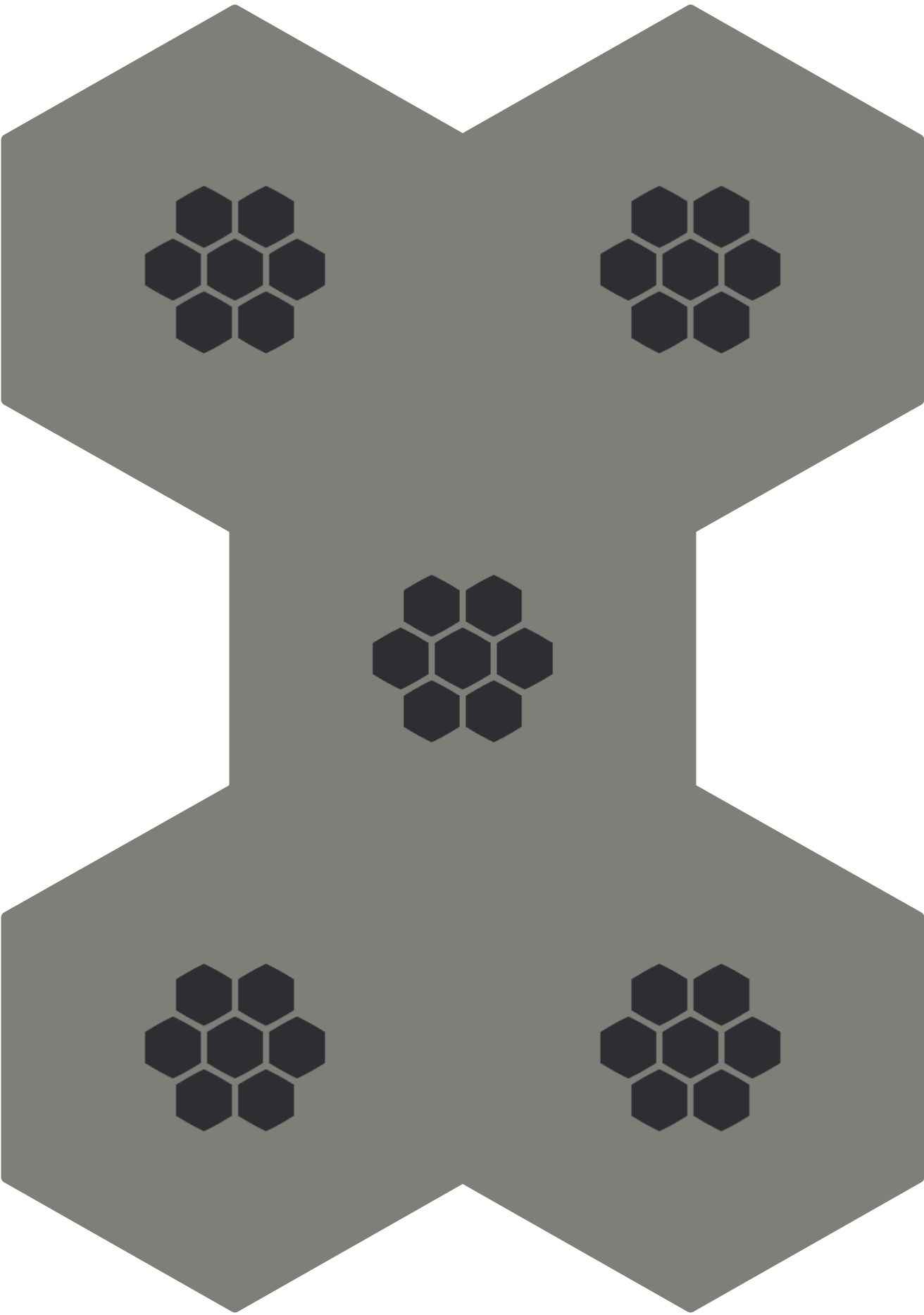
+1 Spell

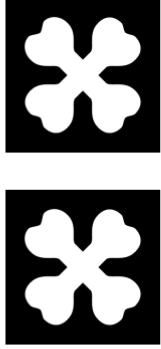
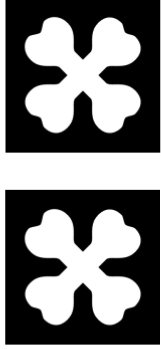
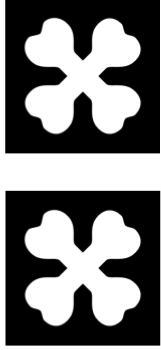
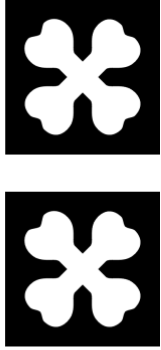
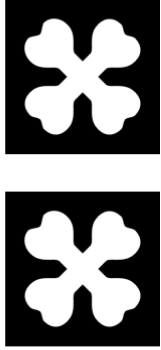
Cast 1 Spell anywhere

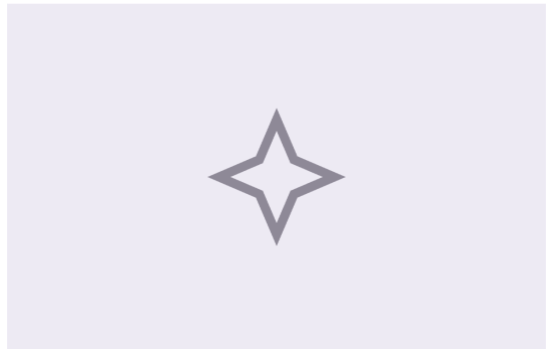
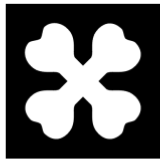
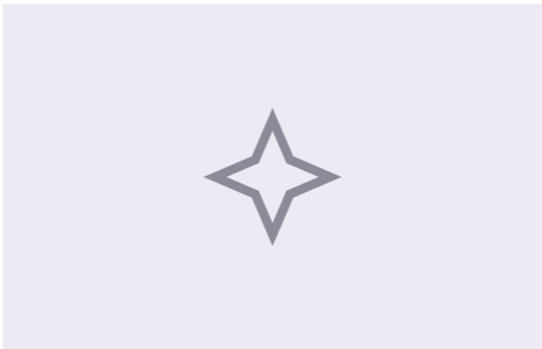
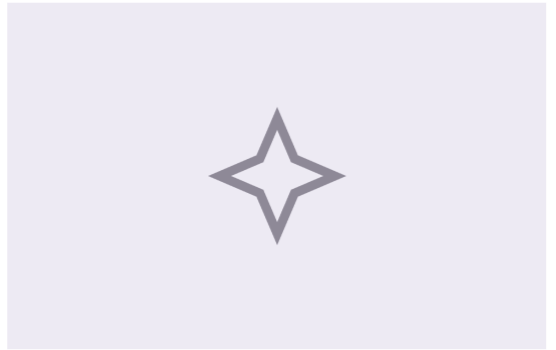
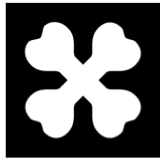
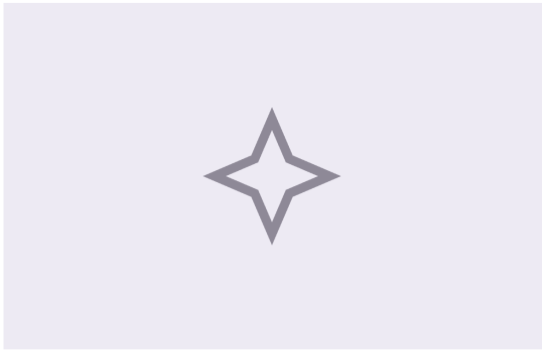
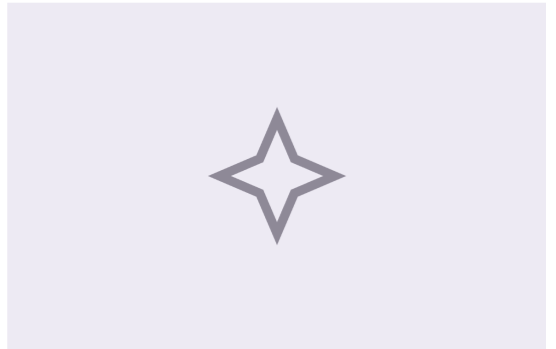
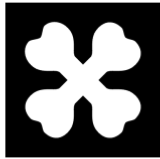
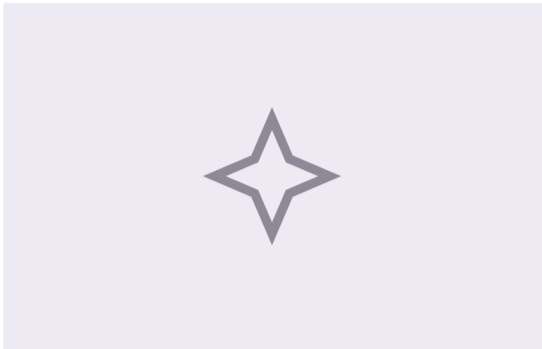
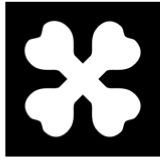
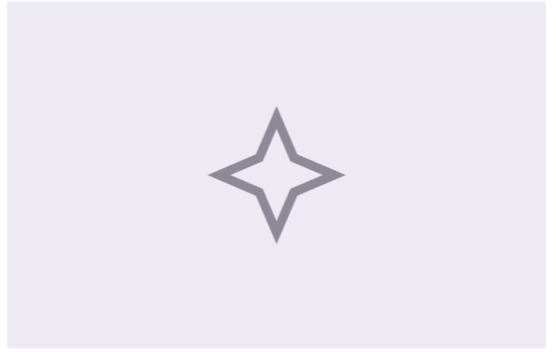
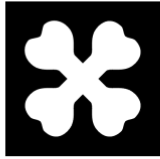
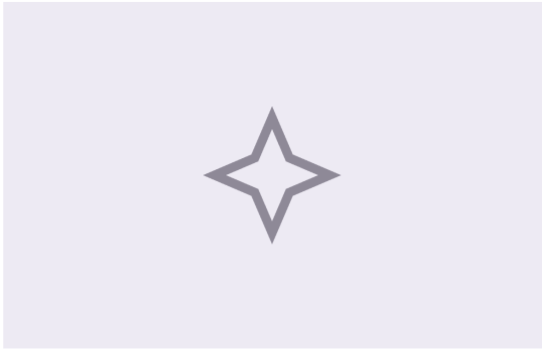
👁 ⚙

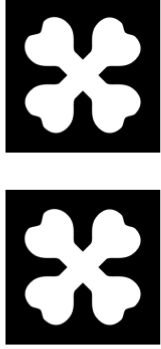
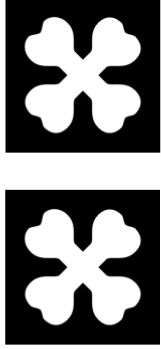
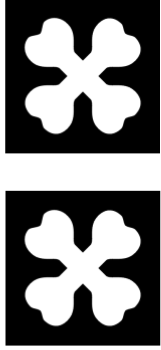
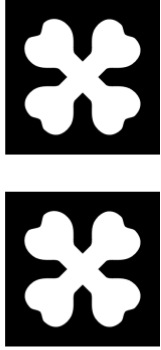
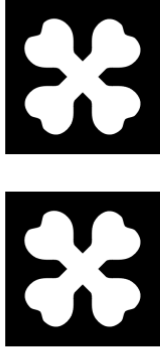


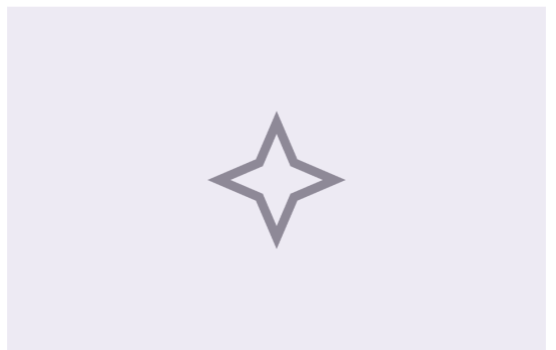
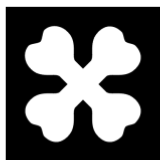
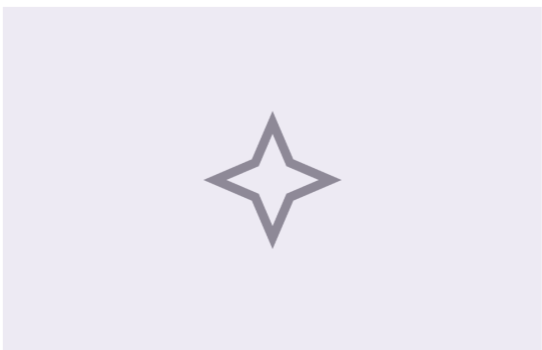
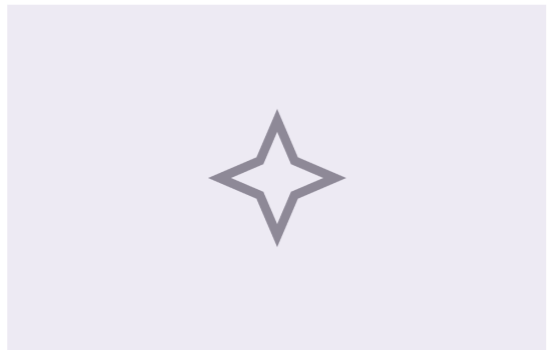
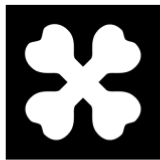
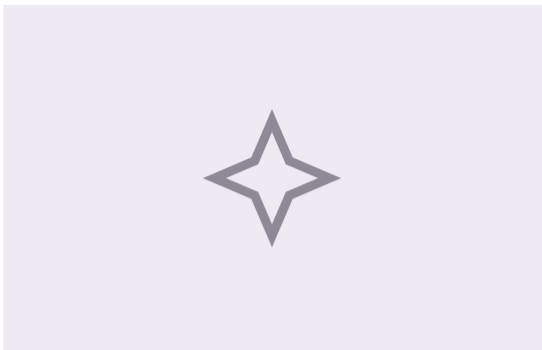
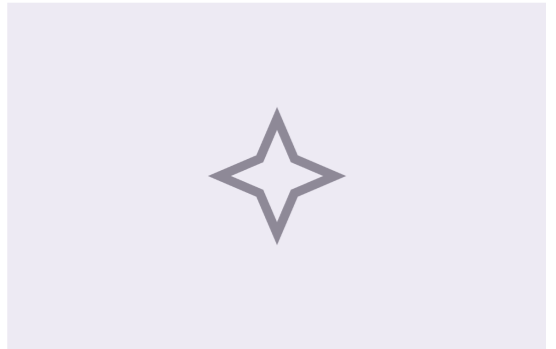
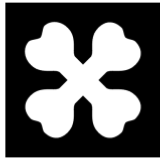
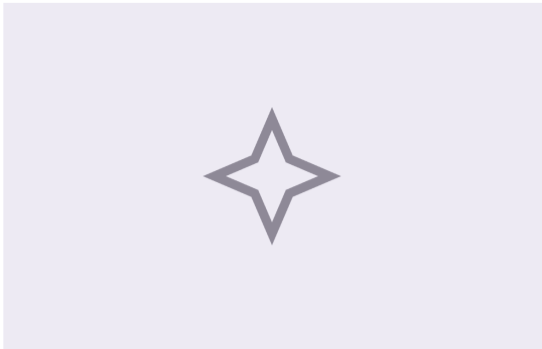
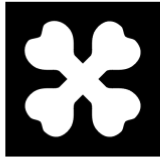
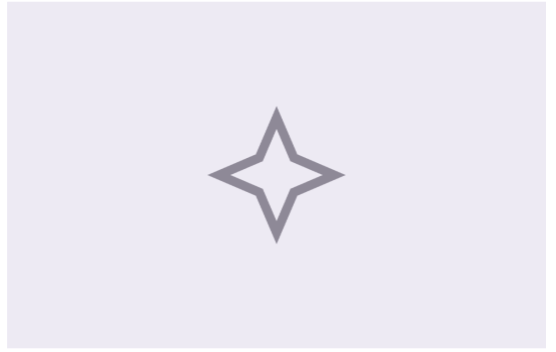
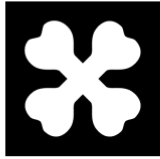
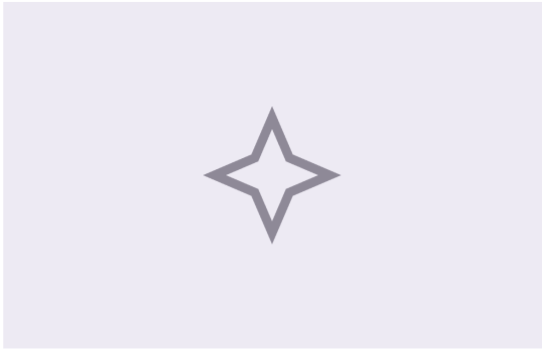


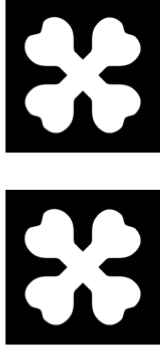
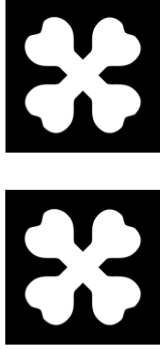
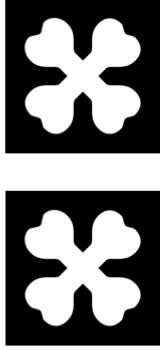
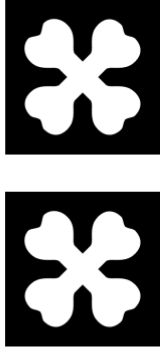
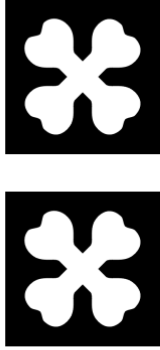


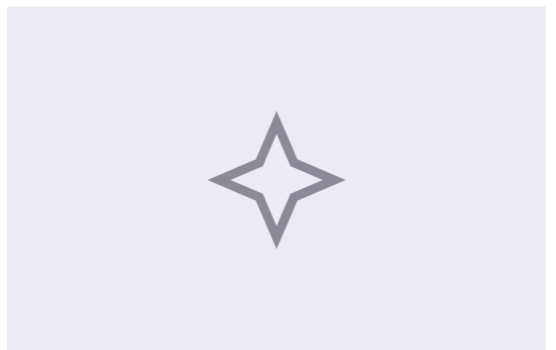
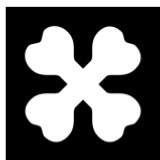
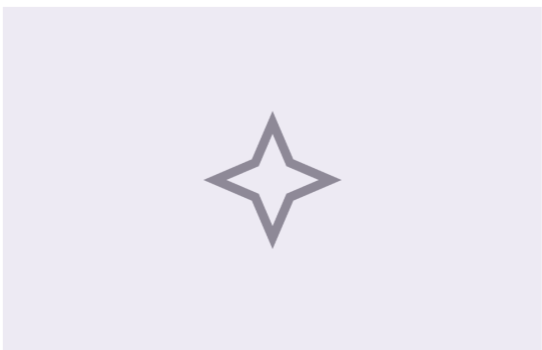
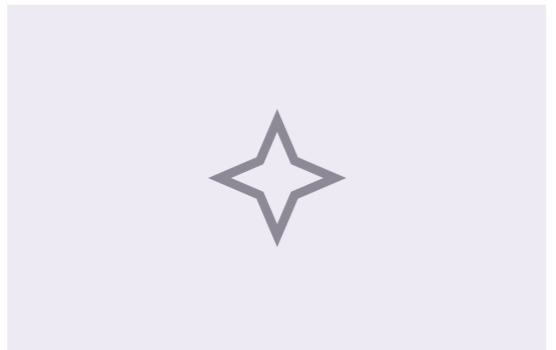
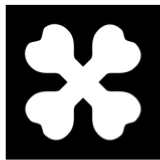
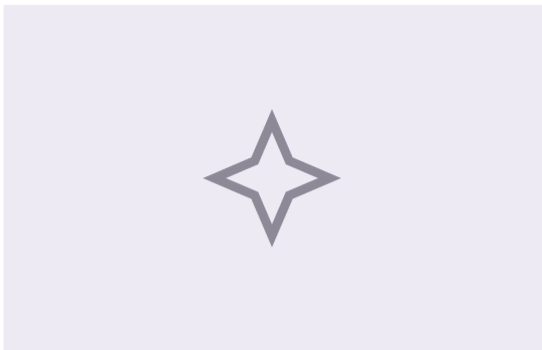
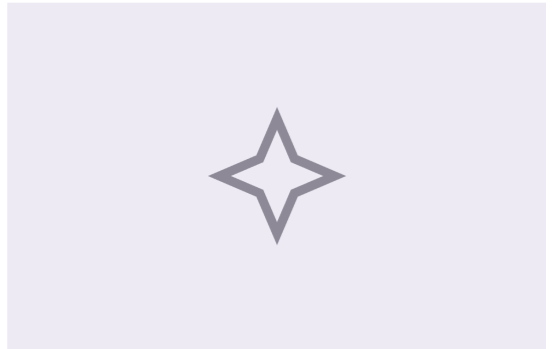
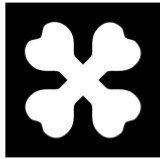
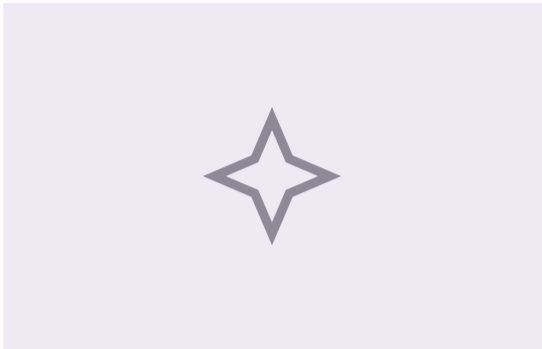
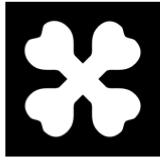
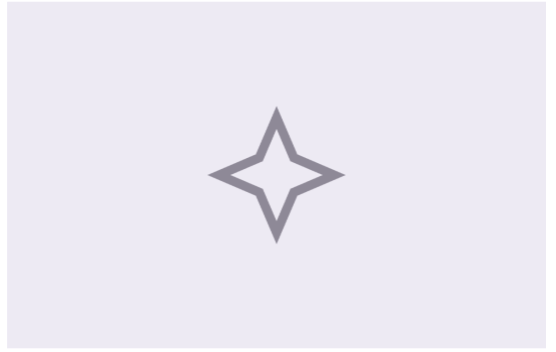
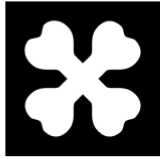
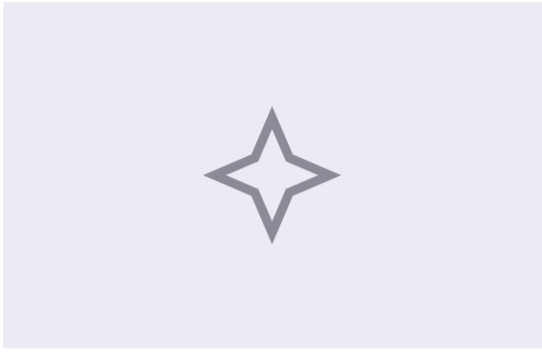


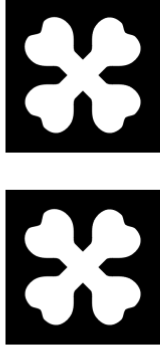
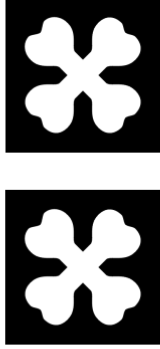
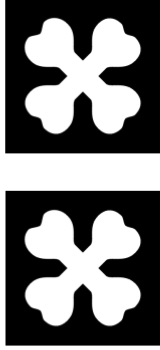
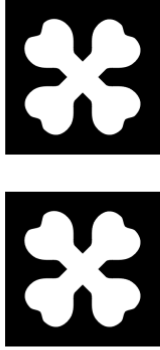
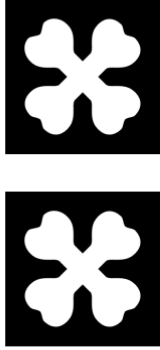


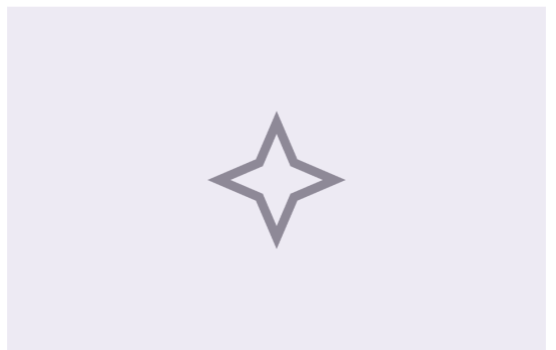
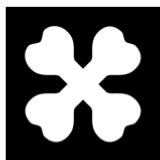
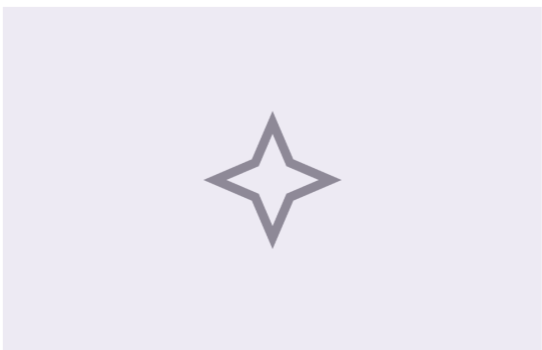
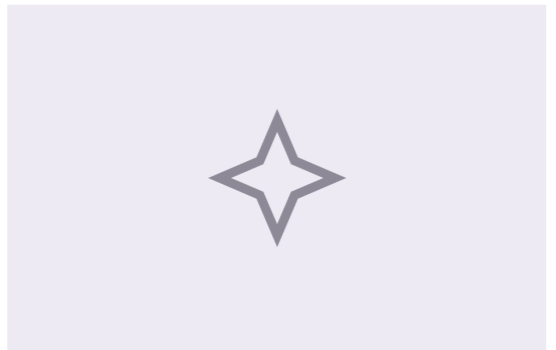
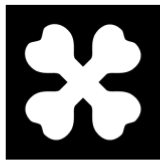
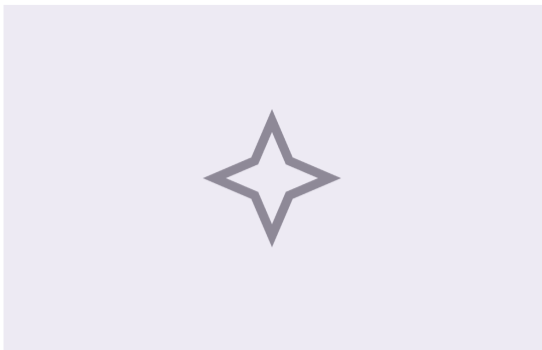
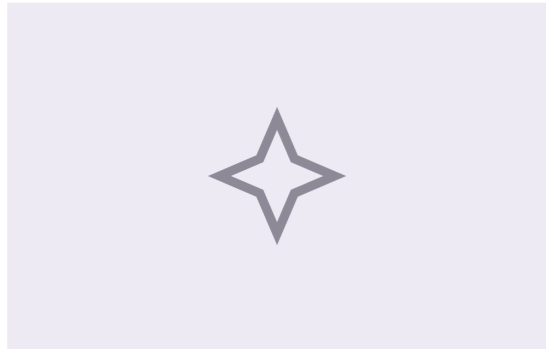
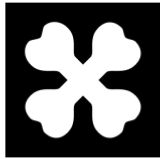
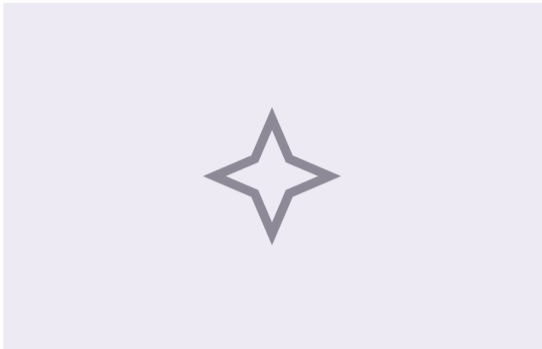
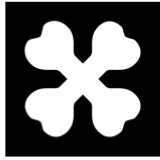
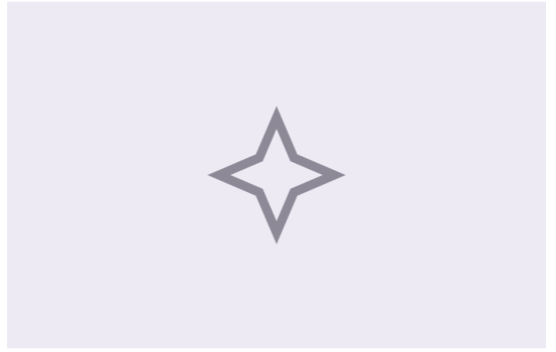
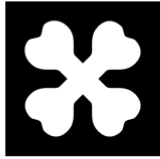
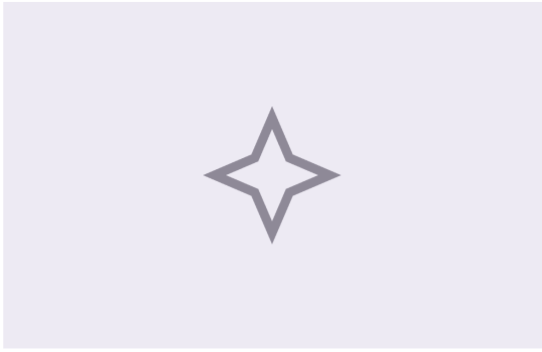














Water



Water



Water



Water



Water



Water



Water



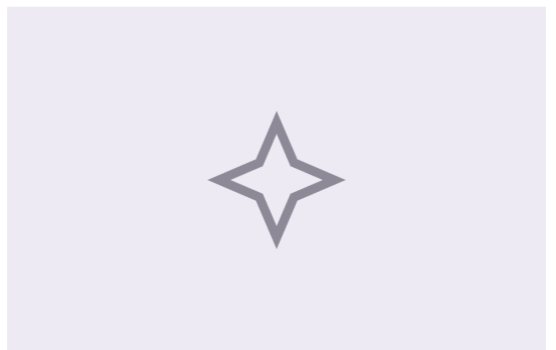
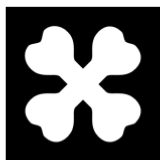
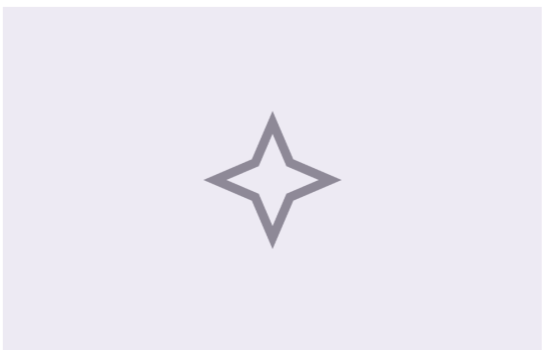
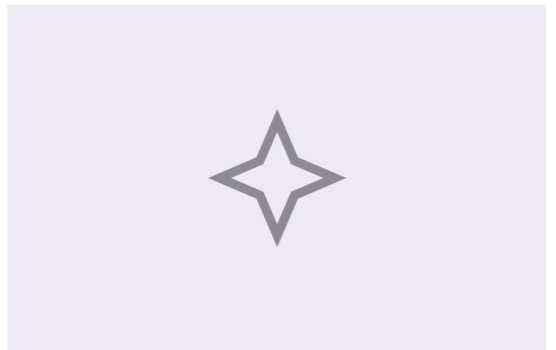
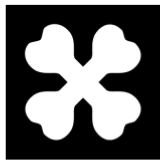
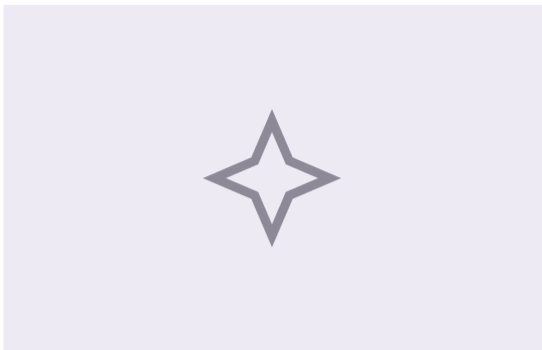
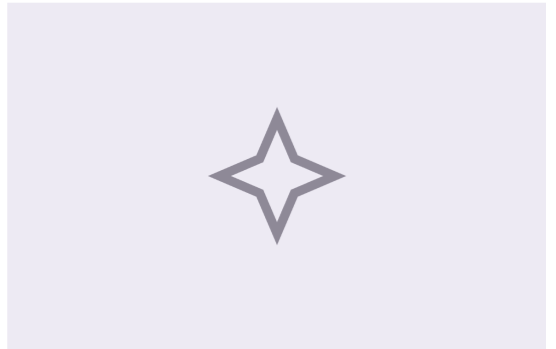
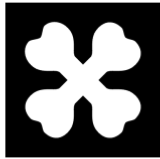
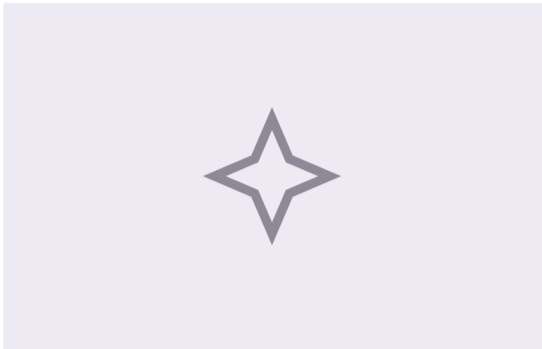
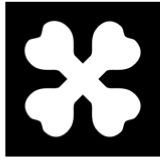
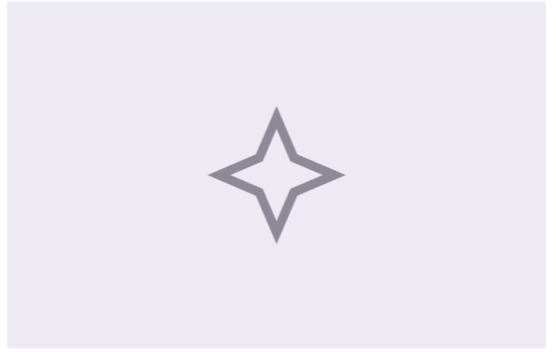
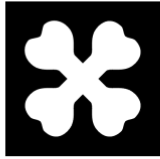
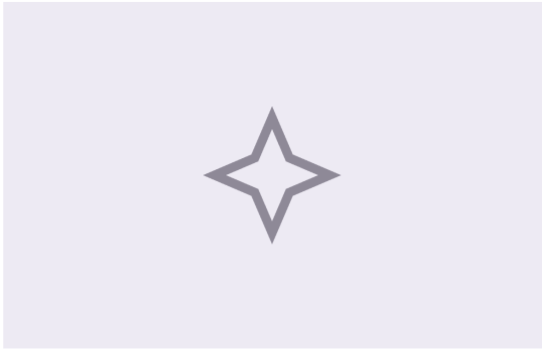
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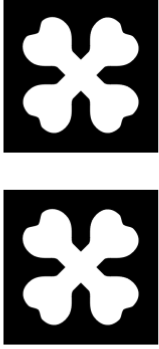
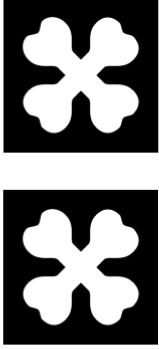
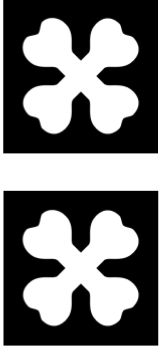
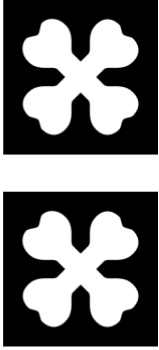
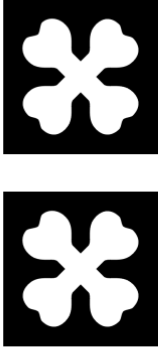


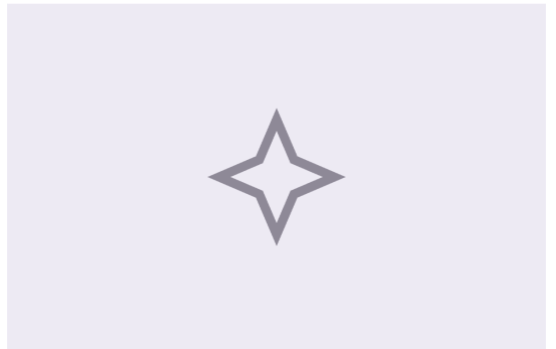
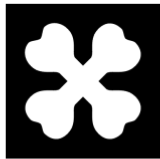
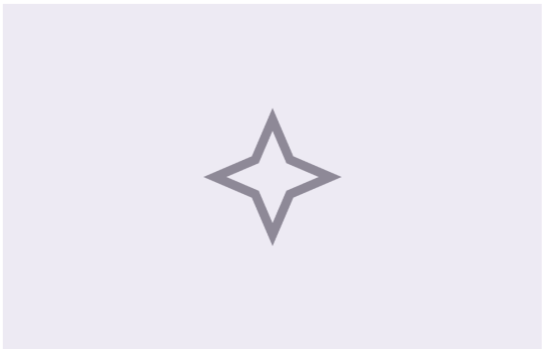
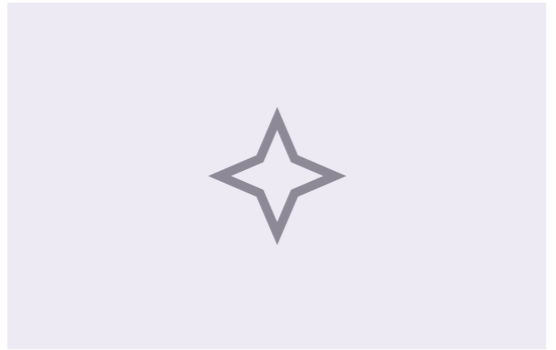
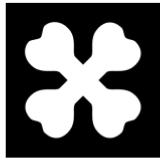
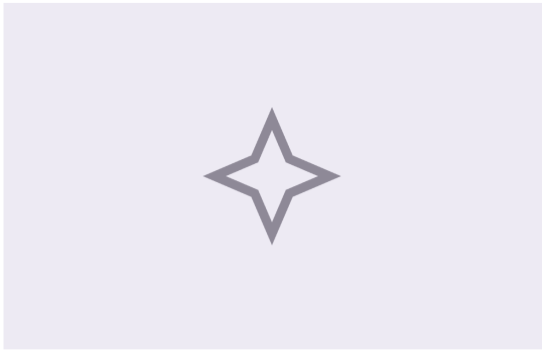
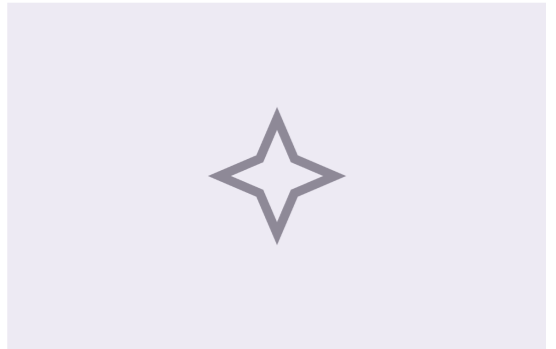
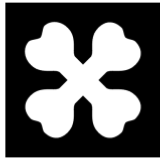
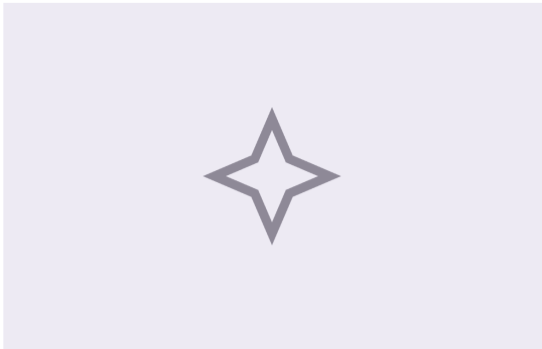
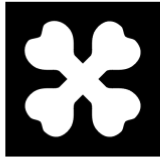
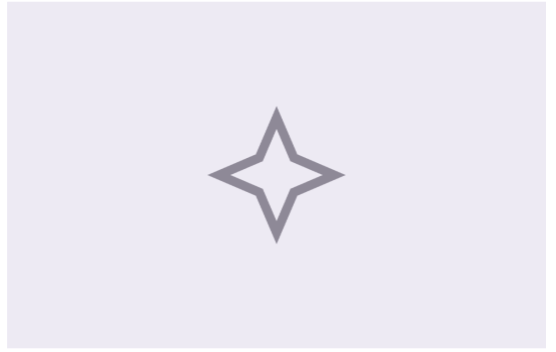
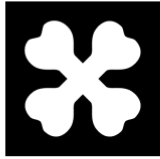
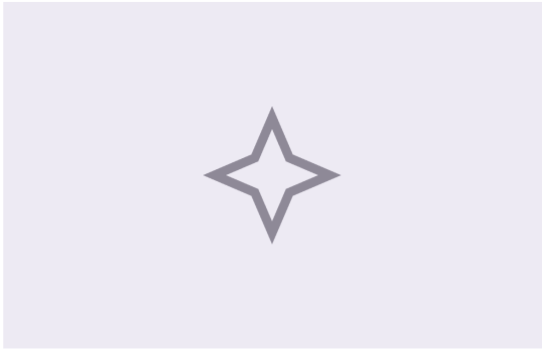
Water



Water







 Coatl <i>feathered serpent</i>	 Air	 Marsh	 1 (Water + Fire)	 all	 Discard 1 Air Energy. Deal 1 damage.	 drops Spell
---	--	--	---	--	---	--

Nest
Pixie

pixie
tiny flying person

cloud lightning bolt Air clover 1

hexagon Magic Garden 1 (Water + Fire)

triangle random Deal 1 damage.

star drops Energy star



 Pixie <i>tiny flying person</i>	 Air	 1
 Magic Garden	 1 (Water + Fire)	 random
Deal 1 damage.		
drops Energy		

Coatl



Pixie
tiny flying person



Air



Magic Garden



1 (Water + Fire)



random

Deal 1 damage.

drops Energy

Griffin

Pegasus

Coatl
feathered serpent

Air	4
Marsh	1 (Water + Fire)
	all

Discard 1 Air
Energy.
Deal 1 damage.

drops Spell

Thunder
-bird

Nest
monster spawn

Cloud with lightning icon

Flower icon

Hexagon with circle icon

Triangle with circle icon

Completely heal all
Air Monsters.
If alone, add 1
Monster.

drops
Spell

Pegasus <i>winged horse</i>	 Air	 Fortress	 2 (Water + Fire)	 random	Deal 1 damage. Take a random Monster when moving.
	 5				drops Treasure



Thunderbird

lightning falcon



Air



Chasm Bridge



most Energy

Deal 3 damage to a Wizard, 2 to another, and 1 to the rest.

drops Treasure

 Raiju <i>thunder wolf</i>	 Air	 Obsidian Wall	 next in Timeline	 drops Treasure
				
				
				
				
				
				
				
				
				
				
				
				



Basan

firebreath rooster

🔥

Fire

2

♣️

🏠

Fern Forest

→

1 (Fire)

▲

all

Deal 1 damage to all Wizards and other Monsters.

📄

drops Spell

Inferno

Imp

Imp

horned cave demon

🔥

Fire

2

♣️

🏠

Tar Pit

→

1 (Fire)

▲

least Energy

Deal 1 damage.

☆

drops Energy

Imp

Imp

Imp

horned cave demon

🔥

Fire

2

♣️

🏠

Tar Pit

→

1 (Fire)

▲

least Energy

Deal 1 damage.

☆

drops Energy

Basan

Basan

Imp

horned cave demon

🔥

Fire

2

♣️

🏠

Tar Pit

→

1 (Fire)

▲

least Energy

Deal 1 damage.

☆

drops Energy

Ifrit

Cerberus

Basan

firebreath rooster

🔥

Fire

2

♣️

🏠

Fern Forest

→

1 (Fire)

▲

all

Deal 1 damage to all Wizards and other Monsters.

📄

drops Spell

Phoenix

Dragon

Inferno

monster spawn

🔥

Fire

5

♣️

-

-

-

→

-

▲

-

Completely heal all Fire Monsters.
If alone, add 1 Monster.

📄

drops Spell

Ifrit

flying fiery fiend

🔥

Fire

5

♣️

🏠

Molten Glass

→

1 (Fire)

▲

all

Discard 1 Fire Energy.
Deal 1 damage.

📄

drops Treasure

Cerberus

3-headed dog

🔥

Fire

6

♣️

🏠

Hell Hole

→

1 (Fire)

▲

all

Deal 2 damage.
Discard 1 Spell.

📄

drops Treasure

Phoenix

firebird of rebirth

🔥

Fire

5

♣️

🏠

Lava Pool

→

2 (Water + Fire)

▲

next in Timeline

Deal 2 damage. Slide Wizard right before this in the Timeline.
1st death: go to deck.

📄

drops Treasure

Dragon

flying lizard beast

🔥

Fire

9

♣️

🏠

Vault

→

2 (Water + Fire)

▲

most Treasure

Deal 3 damage.
Discard 1 Treasure.

📄

drops Treasure



Treant

walking tree

Nature

4

Tree Roots

→ 1

▲

next in Timeline

Deal 2 damage. Slide Wizard right before this in the Timeline.

drops Spell

Hive

Jackalope

Jackalope

rabbit with antlers

Nature

1

Vine Jungle

→ 1

▲

least Spells

Deal 1 damage. Draw 1 Monster if alone.

drops Energy

Jackalope

Jackalope

Jackalope

rabbit with antlers

Nature

1

Vine Jungle

→ 1

▲

least Spells

Deal 1 damage. Draw 1 Monster if alone.

drops Energy

Treant

Treant

Jackalope

rabbit with antlers

Nature

1

Vine Jungle

→ 1

▲

least Spells

Deal 1 damage. Draw 1 Monster if alone.

drops Energy

Manti-core

Ogumo

Treant

walking tree

Nature

4

Tree Roots

→ 1

▲

next in Timeline

Deal 2 damage. Slide Wizard right before this in the Timeline.

drops Spell

Minotaur

Hydra

Hive

monster spawn

Nature

5

-

→ -

▲

-

Completely heal all Nature Monsters. If alone, add 1 Monster.

drops Spell

Manticore

winged lion/scorpion

Nature

6

Insect Mounds

→ 1 (Water + Fire)

▲

all

Discard 1 Nature Energy. Deal 1 damage.

drops Treasure

Ogumo

giant spider

Nature

5

Spider Web

→ 2

▲

least Energy

Deal 2 damage. Pull in all Wizards from adjacent Chambers.

drops Treasure

Minotaur

bull-headed man

Nature

6

Labyrinth

→ 1

▲

most Energy

Deal 2 damage. Discard 1 Spell.

drops Treasure

Hydra

multi-headed snake

Nature

7

Snake Pit

→ 1

▲

damage + 1

Deal 2 damage. Discard 1 Treasure.

drops Treasure



Gargoyle

flying statue

Stone 3

Crypt

→ 1 (Water + Fire)

▲ most Spells

Deal 1 damage. Push Wizard to random adjacent Chamber.

drops Spell

Crevice

Goblin

Goblin

cave-dweller orc

Stone 2

Scrap Heap

→ 1

▲ least Energy

Deal 1 damage.

drops Energy

Goblin

Goblin

Goblin

cave-dweller orc

Stone 2

Scrap Heap

→ 1

▲ least Energy

Deal 1 damage.

drops Energy

Gargoyle

Gargoyle

Goblin

cave-dweller orc

Stone 2

Scrap Heap

→ 1

▲ least Energy

Deal 1 damage.

drops Energy

Basilisk

Bulgasari

Gargoyle

flying statue

Stone 3

Crypt

→ 1 (Water + Fire)

▲ most Spells

Deal 1 damage. Push Wizard to random adjacent Chamber.

drops Spell

Golem

Khorkhoi

Crevice

monster spawn

Stone 5

-

→ -

▲ -

Completely heal all Stone Monsters. If alone, add 1 Monster.

drops Spell

Basilisk

stone-gaze snake

Stone 5

Obelisk

→ 2

▲ next in Timeline

Deal 2 damage. Slide Wizard right before this in the Timeline.

drops Treasure

Bulgasari

metal-eating elephant bear

Stone 5

Armory

→ 1

▲ most Treasure

Deal 1 damage. Discard 1 Treasure.

drops Treasure

Golem

stone automaton

Stone 5

Forge

→ 1 (Stone)

▲ all

Discard 1 Stone Energy. Deal 1 damage.

drops Treasure

Khorkhoi

sandworm

Stone 8

Pit Mine

→ 2 (Stone)

▲ all

Deal 2 damage.

drops Treasure



Hippocamp

water horse

Water

3

Whirlpool

↑

2 (Water)

▲

random

Deal 1 damage. Take a random Monster when moving.

drops

Spell

Selkie

mermaid

Water

2

Still Lake

↑

1 (Water)

▲

most Energy

Deal 1 damage.

drops

Energy

Selkie

mermaid

Water

2

Still Lake

↑

1 (Water)

▲

most Energy

Deal 1 damage.

drops

Energy

Selkie

mermaid

Water

2

Still Lake

↑

1 (Water)

▲

most Energy

Deal 1 damage.

drops

Energy

Hippocamp

water horse

Water

3

Whirlpool

↑

2 (Water)

▲

random

Deal 1 damage. Take a random Monster when moving.

drops

Spell

Trench

Selkie

Selkie

Selkie

Hippocamp

Hippocamp

Jotun

Makara

Karkinos

Kraken

Trench

monster spawn

Water

5

-

↑

-

▲

-

Completely heal all Water Monsters. If alone, add 1 Monster.

drops

Spell

Jotun

frost giant

Water

6

Glacier

↑

1 (Water)

▲

next in Timeline

Deal 2 damage. Slide Wizard right before this in the Timeline.

drops

Treasure

Makara

elephant / crocodile

Water

4

Spring

↑

1 (Water)

▲

all

Discard 1 Water Energy. Deal 1 damage.

drops

Treasure

Karkinos

giant crab

Water

5

Coral Reef

↑

1 (Water)

▲

most Treasure

Heal 2. Discard 1 Treasure.

drops

Treasure

Kraken

squid monster

Water

8

Shipwreck

↑

2 (Water)

▲

all

Pull in Wizards from adjacent Chambers. Deal 2 damage.

drops

Treasure



Alebrije
butterfly chimera

✦ ✨ **Æther** 4 ✨ ✦

🏠 **Crystal Cave**

➔ 1 (**Water** + **Fire**)

⬆ all

Discard 1 **Æther**
Energy.

Deal 1 damage.

drops
Spell



Will-o-wisp <i>ghost light</i>	1 	Crossroads 1 ()	all	Pull in Wizards from adjacent Chambers.	drops Energy
--	-------	---------------------	-----	---	--------------

Will-o-wisp
ghost light

✦ ✨ **Ether** 1 ✖

🛤️ **Crossroads**

➔ 1 (**Water + Fire**)

⚡ **all**

Pull in Wizards
from adjacent
Chambers.

drops
Energy



Will-o-wisp	<i>ghost light</i>	1	✖	Æther	✦ ✧
Crossroads	1 (Water + Fire)	→	⬆	all	Pull in Wizards from adjacent Chambers.
drops Energy	☆ ☆				

Alebrije
butterfly chimera

- ✦ ✦ Aether 4
- 🏠 Crystal Cave
- ➔ 1 (Water + Fire)
- ▶ all

Discard 1 Aether Energy.
Deal 1 damage.

drops Spell

Doorway

Will-o-wisp

Will-o-wisp

Will-o-wisp

Alebrije

Alebrije



Genie

Unicorn

Tarasque

Doorway
monster spawn

5 ♣️

⬆️ -
⬆️ -
⬆️ -

Completely heal all
Fether Monsters.
If alone, add 1
Monster.

drops
Spell



 Kitsune <i>shapeshifter fox</i>	 5	 Aether	 Camp	 1	 random	 Act as any Monster in this Chamber.	 If none, deal 1 damage.	 drops treasure
--	---	--	--	---	--	---	---	--

Genie
flying magician

✦ ✨ **Aether** 5 ✨ ✦

Library
→ 1 (**Water + Fire**)

▶ most Spells

Use an attack Spell
of this Wizard, then
discard it.

drops Treasure





Unicorn

horned stallion



Aether



Waterfall



most Energy

Deal 2 damage. Heal all Monsters in this Chamber by 1.

drops Treasure

Tarasque <i>Lion/turtle/bear</i>	8 ✱ ✱ Æther	most Energy	 drops Treasure
 River  1	Discard 1 Spell. Push Wizard to any adjacent Chamber.		

drops
Spell

drops
Treasure

drops
Treasure

drops
Treasuredrops
Treasure











Rubber Trousers

1. Set the Rubber Trousers aside.

2. A Wizard takes a Quest token when entering one of these Chambers: Vine Jungle, Fern Forest, Tree Roots.

3. A Wizard with a Quest token takes the Rubber Trousers when entering one of these Chambers: Forge, Armory, Camp.

4. A 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

1. Draw 1 Monster into each Chamber with a Fire barrier (up to 6 random Chambers).

2. Insert these into the Timeline right before now.

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.

The Quest card has 6 Quest tokens.

The Fireproof Cloak is discarded in any way.

Spidersilk Sweater

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.

1. Get the Ogumo to the Spider Web.

2. While the Ogumo is at the Spider Web, use 3 actions.

A 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

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.

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

2. 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.



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.



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.





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.



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.



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



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.



The Jotun is in the Chamber with the Somewhere Scarf.



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.



The Karkinos is in the Chamber with the Aquatic Amulet.



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 Æther).

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 Coatl's 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.



1. The Wizard with the Kaleidoscope can spend 1 action to "scurry" 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's and Alebrijes 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

1. All Wizards draw 1 Spell.
2. If the Library is not out, put it atop the Chamber deck.
1. When this Quest comes up in the Timeline, all Wizards lose 1 Spell, except their starting Spell.
- The Talking Tome is in the Library. Then discard the Talking Tome.
- The Talking Tome is discarded in any way.



Herbal Tea

1. Set the Herbal Tea aside.
2. If the Kitchen is not out, put it on top of the Chamber deck.
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.
- The Quest card has 6 Quest tokens. The Wizard who most recently entered the Kitchen takes the Herbal Tea.
- There are 3+ Monsters in the Kitchen.



none

1. Draw 1 Monster in each Chamber with a Wizard.
2. Insert these into the Timeline right before now.
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.
- All Wizards have a Quest token on their Wizard card.
- Any Wizard is Hexed.



quick start

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.
3. Shuffle 10 Quests into Treasure deck and 6 into Spell deck.
1. On your turn, take 3 actions. (You may defer your turn.)
2. Always insert Monsters before you in the Timeline.
3. Spells and Monsters with Energy advantage deal x2 damage.
4. Spell cost is reduced by 1 of a Wizard's element.
5. Wizards are limited to 3 Spells, 3 Treasures, and 6 Energy.
6. At 0 Energy, discard Spells & Treasures and restart.
- Collectively complete Role Goals to claim victory.
- Lose 3 Quests or let 3 Monsters escape to end in defeat.





Adventurer

Limits

☆ 7 Energy

📖 4 Spells

📦 4 Treasures

3 Actions per turn

Goals

Complete a Quest.

Complete a second Quest.

Exit at an **Air** Chamber.

Collector

Limits

☆ 6 Energy

📖 3 Spells

📦 5 Treasures

3 Actions per turn

Goals

Complete a Quest.

Acquire 5 Treasures.

Exit at an **Air** Chamber.

Healer

Limits

☆ 9 Energy

📖 3 Spells

📦 3 Treasures

3 Actions per turn

Goals

Complete a Quest.

Give Energy to each ally.

Exit at an **Air** Chamber.

Scholar

Limits

☆ 6 Energy

📖 5 Spells

📦 3 Treasures

3 Actions per turn

Goals

Complete a Quest.

Acquire 5 Spells.

Exit at an **Air** Chamber.



Explorer

Limits

☆ 6 Energy

📖 3 Spells

📦 3 Treasures

3 Actions per turn

+1 Reveal Action

Goals

Complete a Quest.

Collectively Reveal 20 Chambers.

Exit at an **Air** Chamber.

Slayer

Limits

☆ 6 Energy

📖 3 Spells

📦 3 Treasures

3 Actions per turn

+1 Cast Action

Goals

Complete a Quest.

Defeat 6 Monsters.

Exit at an **Air** Chamber.

Runner

Limits

☆ 6 Energy

📖 3 Spells

📦 3 Treasures

3 Actions per turn

+1 Walk Action

Goals

Complete a Quest.

Give a Spell or Treasure to each ally.

Exit at an **Air** Chamber.

Beastmaster

Limits

☆ 6 Energy

📖 3 Spells

📦 3 Treasures

3 Actions per turn

Reveal: draw 3,

discard 2, place 1.

Goals

Complete a Quest.

Get 3 Monsters to home Chambers.

Exit at an **Air** Chamber.



1
Air

Fly

Move from an Air Chamber to another.

1
Fire

Firewalk

Move across a Fire barrier.

1
Nature

Re-root

Move from a Nature Chamber to another.

1
Stone

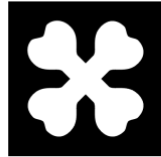
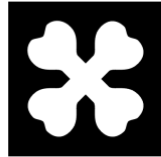
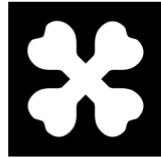
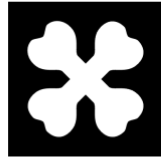
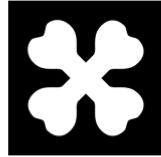
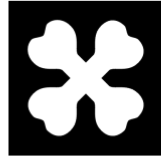
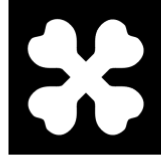
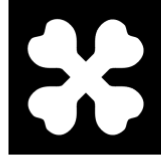
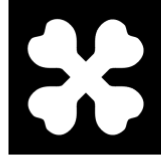
Tunnel

Move across a Stone barrier.

1
Water

Waterwalk

Move across a Water barrier.



2
Air

Gust

Move a Wizard 1-2 Chambers.
- OR -
Move a Monster 1-2 Chambers & deal 2 damage.

2
Fire

Blast

Move a Wizard 1-2 Chambers.
- OR -
Move a Monster 1-2 Chambers & deal 2 damage.

2
Nature

Vines

Move a Wizard 1-2 Chambers.
- OR -
Move a Monster 1-2 Chambers & deal 2 damage.

2
Stone

Quake

Move a Wizard 1-2 Chambers.
- OR -
Move a Monster 1-2 Chambers & deal 2 damage.

2
Water

Riptide

Move a Wizard 1-2 Chambers.
- OR -
Move a Monster 1-2 Chambers & deal 2 damage.





Quest!



Quest!



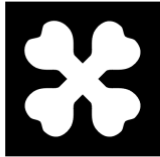
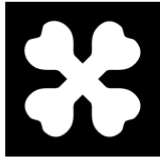
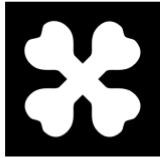
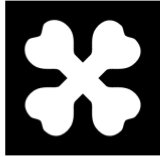
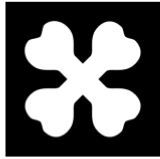
Quest!



Quest!



Quest!





3
Air

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.



3
Fire

Flame Thrower

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



3
Nature

Plague

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



3
Stone

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.



3
Water

Flood

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



1

Air

-OR-

1

Fire

Smoke Signal

Move a Wizard from anywhere to this Chamber.

1

Air

-OR-

1

Nature

Carrier Creature

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

1

Air

-OR-

1

Stone

Sandstorm

Move all Monsters in this Chamber to an adjacent one.

1

Air

-OR-

1

Water

Cloud Cover

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

1

Fire

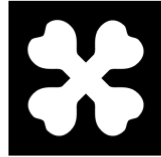
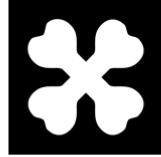
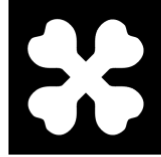
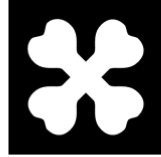
-OR-

1

Nature

Bonfire

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



1

Fire

-OR-

1

Stone

Alchemy

Discard a Treasure or Spell and draw a new Treasure.

1

Fire

-OR-

1

Water

Steam Jets

Activate this or adjacent Chamber, even with Monsters.

1

Nature

-OR-

1

Stone

Terraform

Discard an adjacent Chamber and draw a new one.

1

Nature

-OR-

1

Water

Healing Elixir

All Wizards in this or adjacent Chamber draw 3 Energy.

1

Stone

-OR-

1

Water

Mudslide

Slide a Monster in this Chamber anywhere in the Timeline.



1
Air

Lightning Bolt

Deal 2 damage to a Monster in this or adjacent Chamber.

1
Fire

Fireball

Deal 2 damage to a Monster in this or adjacent Chamber.

1
Nature

Poison Spores

Deal 2 damage to a Monster in this or adjacent Chamber.

1
Stone

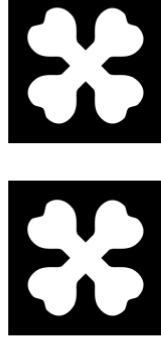
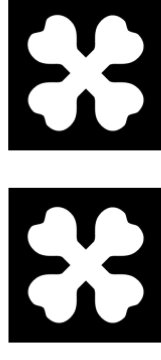
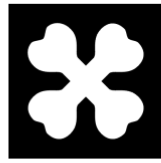
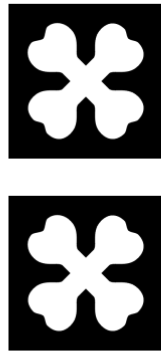
Rock Volley

Deal 2 damage to a Monster in this or adjacent Chamber.

1
Water

Frost Beam

Deal 2 damage to a Monster in this or adjacent Chamber.



1
Aether

Magic Arrow

Deal 3 damage to a Monster in this or adjacent Chamber.

1
Aether

Portal

Move to any Chamber with another Wizard.

Quest!

2
Aether

Telekinesis

Move a Wizard 1-2 Chambers.
- OR -
Move a Monster 1-2 Chambers & deal 3 damage.

3
Aether

Implosions

Deal 6 damage across one or more Monsters, in any Chamber(s).





Rubber
Trousers

Wizards block all
Air damage.



Fireproof Cloak

Wizards block all
Fire damage.



Spidersilk
Sweater

Wizards block all
Nature damage.



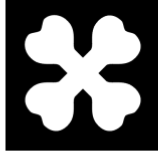
Platinum Shield

Wizards block all
Stone damage.



Umbrella Staff

Wizards block all
Water damage.



Thunder Bow

Air Spells deal
double damage
with +1 range.



Flame Blade

Fire Spells deal
double damage
with +1 range.



Wildwood
Wand

Nature Spells deal
double damage
with +1 range.



Glowstone
Hammer

Stone Spells deal
double damage
with +1 range.



Seafarer's
Trident

Water Spells deal
double damage
with +1 range.





Lightning in a
Bottle

Spells can be cast with
1 less **Air** Energy.



Everfire Candle

Spells can be cast with
1 less **Fire** Energy.



Magic Panflute

Spells can be cast with
1 less **Nature** Energy.



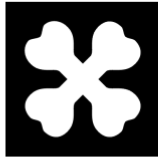
Mystic Gems

Spells can be cast with
1 less **Stone** Energy.



Chalice of Holy
Water

Spells can be cast with
1 less **Water** Energy.



Crown of
Clouds

Wizards can move
from one **Air**
Chamber to another.



Ring of
Resistance

Wizards can move
across **Fire** barriers.



Somewhere
Scarf

Wizards can move
from one **Nature**
Chamber to another.



Metamorphic
Medallions

Wizards can move
through **Stone**
barriers.



Aquatic Amulet

Wizards can move
across **Water** barriers.





Bed in a Bag

Wizards can take 1
extra **Rest** action.



Sandals of
Speed

Wizards can take 1
extra **Walk** action.



Sorcerer's
Broomstick

Wizards can take 1
extra **Activate** action.



Power Gloves

Wizards can take 1
extra **Cast** action.



Self-drawing
Map

Wizards can take 1
extra **Reveal** action.



Kaleidoscope

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



Quantum
Mirror

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



Enchanted
Shovel

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



Talking Tome

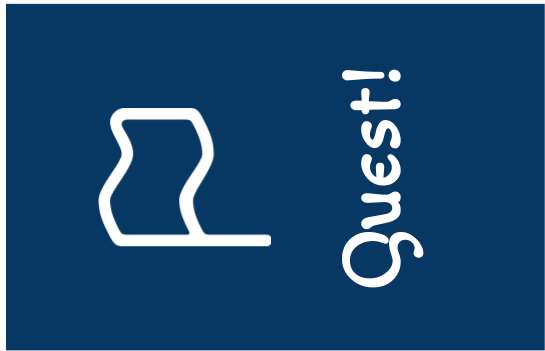
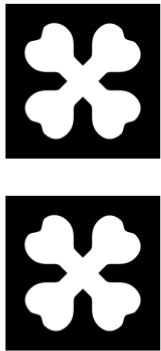
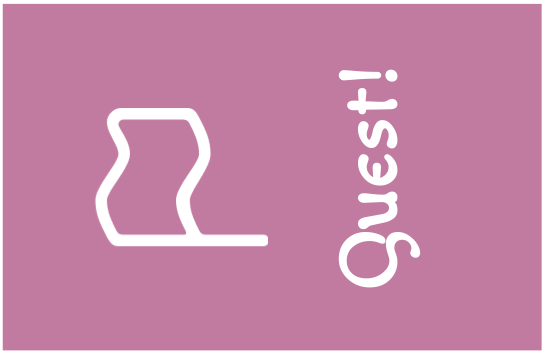
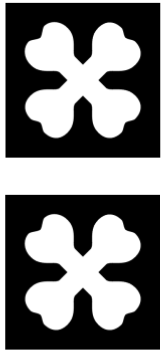
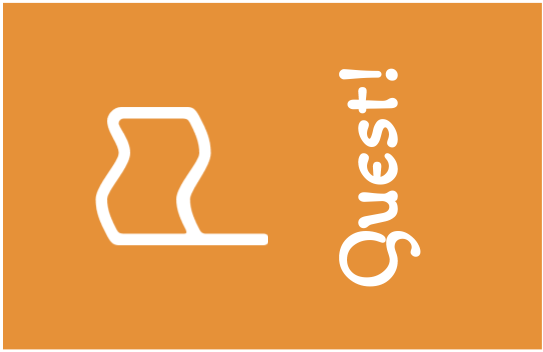
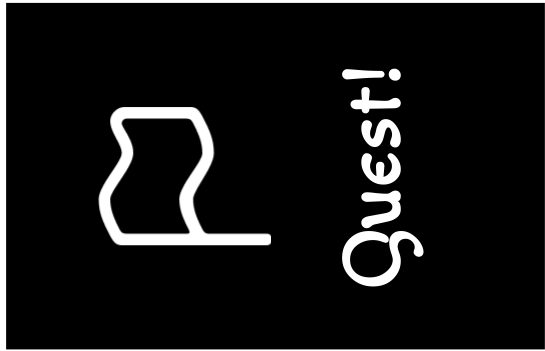
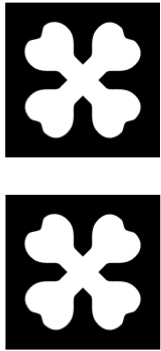
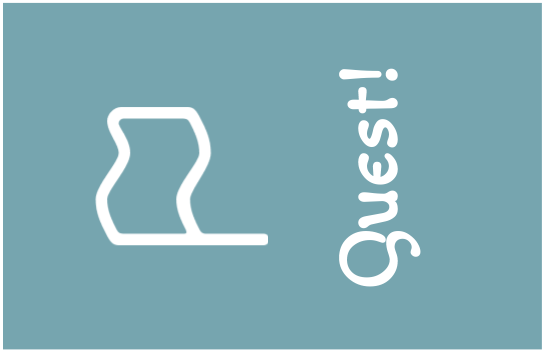
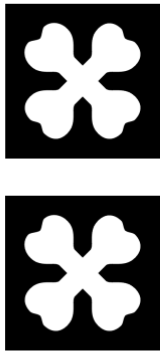
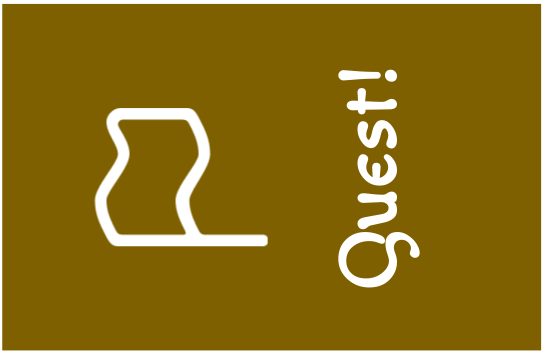
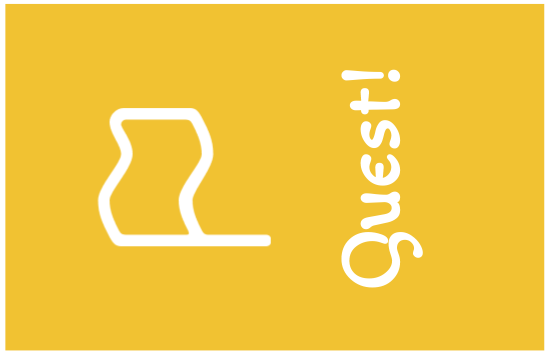
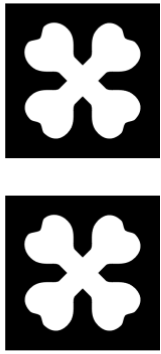
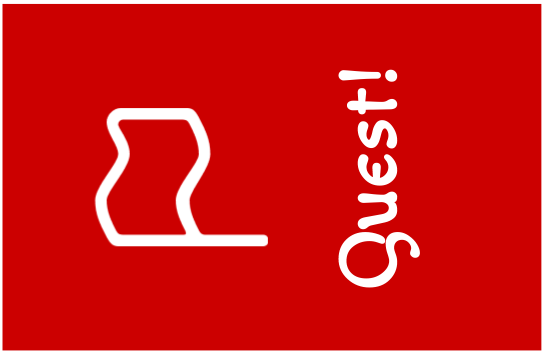
When drawing a
Spell: draw 2,
choose 1, discard 1.



Herbal Tea

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







Aquille

3 Water

1 Fire

1 Stone

Geodor

3 Stone

1 Air

1 Fire

Florelai

3 Nature

1 Stone

1 Water

Ignus

3 Fire

1 Air

1 Nature

Aerla

3 Air

1 Nature

1 Water

Aquille

3 Water

1 Fire

1 Stone

Geodor

3 Stone

1 Air

1 Fire

Florelai

3 Nature

1 Stone

1 Water

Ignus

3 Fire

1 Air

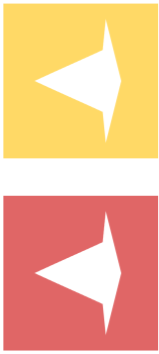
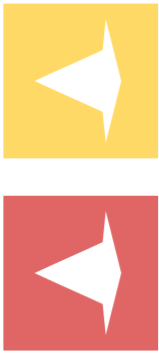
1 Nature

Aerla

3 Air

1 Nature

1 Water



Aerla

Starting Spell:

Gust

Air cost -1



Aerla

Starting Spell:

Lightning Bolt

Air cost -1

Ignus

Starting Spell:

Blast

Fire cost -1



Ignus

Starting Spell:

Fireball

Fire cost -1

Florelai

Starting Spell:

Vines

Nature cost -1



Florelai

Starting Spell:

Poison Spores

Nature cost -1

Geodor

Starting Spell:

Quake

Stone cost -1



Geodor

Starting Spell:

Rock Volley

Stone cost -1

Aquielle

Starting Spell:

Riptide

Water cost -1



Aquielle

Starting Spell:

Frost Beam

Water cost -1

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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