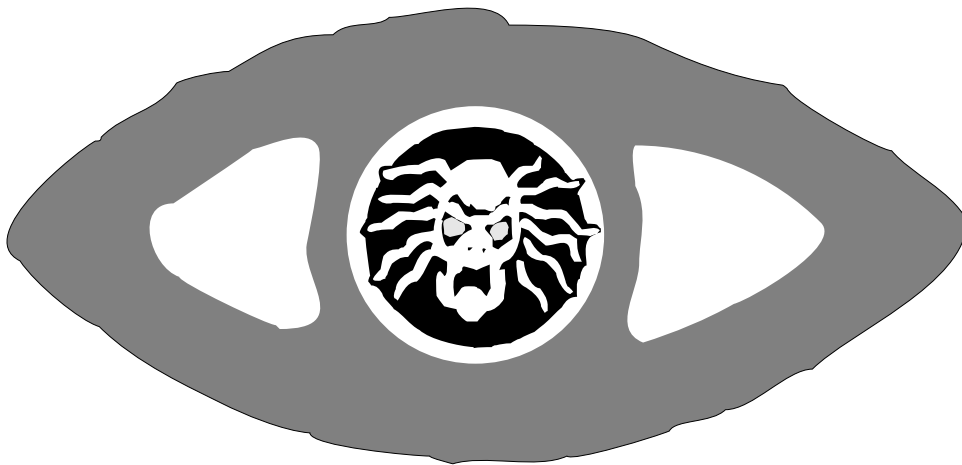
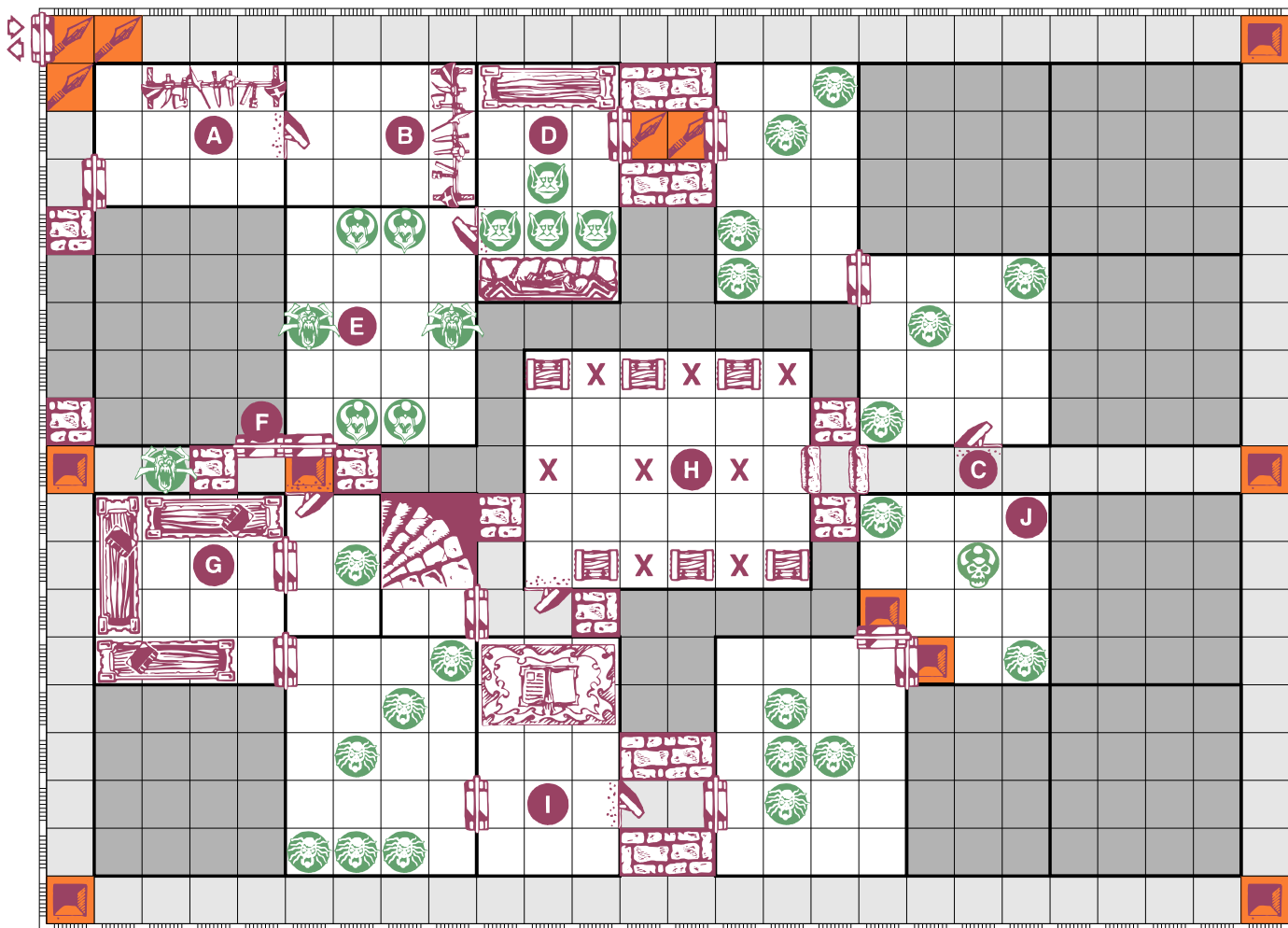




The Mind's Eye



A Solo Quest for a Wizard



Solo Quest - For the Wizard

The Mind's Eye

"The Emperor has come before you with a request, great wizard. As a cruel joke, a powerful sorcerer, Xengoth, has been turning people into mindless zombies. The Emperor sent in Prince Magnus' personal wizard, Trance, to put a

stop to this menace, but he has yet to return and the worst is feared. It is up to you, fearless wizard, but be warned. Xengoth has a powerful sense of the future and may already be awaiting you."

NOTES:

- A** On the weapons rack, the wizard will find 10, light-weight throwing axes. Each allows him an attack of 2 Combat Dice, but they are lost once thrown.
- B** Upon first glance, the weapons on this rack appear useless. Then a sparkle catches the Wizard's eye. A hollow bladed rapier is hidden behind a damaged shield. It is light enough for the Wizard to use and gives him an attack of 3 Combat Dice against adjacent monsters.
- C** This secret door is so well hidden that it cannot be found during the first search.
- D** Standing neatly on the shelves within the cupboards are 4 Potions of Healing. Each will restore up to 4 lost Body Points of damage.
- E** The monsters in this room are stone statues. They cannot move, attack, or be harmed until the door exiting the room is opened. Only the Gargoyles come to life and attack; the Chaos Warriors remain stone statues.
- F** This is a false door and cannot be opened.
- G** These bookcases are stacked full of old tomes. Many have become rotten, and infested with worms. There are some old spell scrolls that are still useable. They are: Courage, Heal Body, Tempest, Fire of Wrath, Command and Lightning Bolt.

- H** This room contains numerous jewels, gems, and gold coins. The total treasure value of this room is equal to 5000 gold coins. Zargon, you may place the Piles of Gold tiles on the squares marked with an 'X'.

- I** This is Trance. He has been turned into a zombie, but still wields some magical powers. Use any zombie as Trance. Trance can use the following Chaos Spells: **Fear, Tempest, Ball of Flame and Sleep**. His stats are as follows:

Movement	Attack	Defend	Body	Mind
8	3	4	5	5

- J** This is Xengoth. If the Wizard strikes Xengoth with the rapier, it will shatter, never to be used again. Xengoth is wearing an artifact known as the Mind's Eye. It allows him the option of one re-roll for any, or all attack, defend, or spell break rolls. This roll then replaces the first roll. Xengoth also knows the following Chaos Spells: **Fear, Tempest, Ball of Flame, Sleep, Command and Lightning Bolt**. Xengoth's stats are:

Movement	Attack	Defend	Body	Mind
8	5	5	6	6

When defeated, the wizard will find the Mind's Eye amongst Xengoth's robes. It may only be used by wizards and gives him the same effects as it did Xengoth.

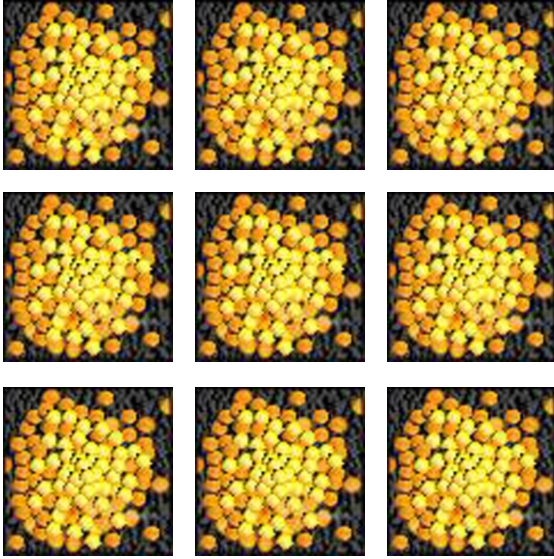
Wandering Monster in this Quest:



Zombie

Tiles and Cards

Pile of Gold Tiles



Mind's Eye

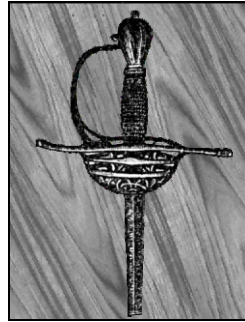


This Artifact allows a Hero to re-roll any die roll, be it an attack, defend, movement, spell break, etc. If the Hero chooses to re-roll, the first roll is negated and the second roll takes its place. A third roll is not permitted. The Mind's Eye may be used repeatedly throughout each quest for every roll.

May only be used by the Wizard.

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Trance's Rapier



This light-weight, hollow bladed rapier was a gift from Prince Magnus to his personal wizard, Trance. It inflicts 3 Combat Dice of damage in melee combat.

May only be used by the Wizard.

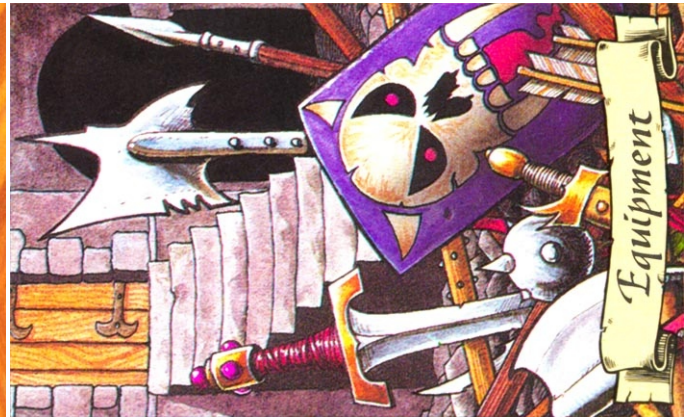
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Throwing Axe



This light-weight throwing axe allows you to roll 2 Combat Dice in attack. You may also throw it at any Monster you can "see", but it is lost Once thrown.

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