The Mind's Eye

A Solo Quest for a Wizard
The Emperor has come before you with a request, great wizard. As a cruel joke, a powerful sorceror, 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.

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'.

This secret door is so well hidden that it cannot be found during the first search.

Standing neatly on the shelves within the cupboards are 4 Potions of Healing. Each will restore up to 4 lost Body Points of damage.

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.

This is a false door and cannot be opened.

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 usable. They are: Courage, Heal Body, Tempest, Fire of Wrath, Command and Lightning Bolt.

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.
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.

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.

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.