



 **Attack**   
**Apply To Other**

**Modifier**  
**Target: Opponent in LOS (special)**



Turns the accompanying NEUTRAL card into an ATTACK, letting you apply its effect to an opponent in LOS. Only usable with NEUTRAL cards that normally affect yourself. Enemy may COUNTERACT, as usual.

 Source: Adam Rixey   
(remove bottom portion at line)

 **Attack**   
**Apprentice**

**Created Monster**  
**Target: Any empty square in LOS**



Creates an eager apprentice that you control. Movement: 3, Life: 4. Apprentice acts like a normal wizard, but is limited to 2 cards in hand, may never draw cards, and is too weak to lift a treasure. Also, the apprentice may not play a card on the same turn it is given to him. You must be in LOS with the apprentice to provide cards.

 Source: Lindsey Dubb   
(remove bottom portion at line)

 **Attack**   
**Ball And Chain**

**Enchantment/Curse**  
**Target: Opponent in LOS**



Curses opponent, attaching a magical ball and chain that reduces base movement by 1. Also subtracts 1 from each NUMBER card the victim uses for movement. Takes 5 damage to destroy.

 Source: Reed   
(remove bottom portion at line)

 **Attack**   
**Big Bell**

**Enchantment/Curse**  
**Target: Opponent in same square**



Curses opponent, placing a mystical bell around his neck. His approach is now announced in advance. When victim enters the LOM of another wizard (but not a creature), that wizard has the option of casting an attack spell at him out of turn. Bell is destroyed by 5 damage.

 Source: Reed   
(remove bottom portion at line)

 **Attack**   
**Big Club**

**Item**  
**Target: Any in adjacent (not same) square**



This huge mace causes 3 damage to an adjacent wall, door, or target in an adjacent square, but NOT in the same square (it's that big). Costs 1 movement point to use.

 Source: Reed   
(remove bottom portion at line)

 **Attack**   
**Boot To The Head**

**Action**  
**Target: Any in adjacent square**



Not a spell. Causes NUMBER points of physical damage to anything in an adjacent (not same) square.

 Source: Cedrik   
(remove bottom portion at line)

 **Attack**   
**Chain Lightning**

**Spell**  
**Target: All opponents in LOM**



A small LIGHTNING BLAST strikes all opponents within LOM, causing each to take 1 damage and lose 1 turn. Each target may attempt to COUNTERACT separately.

 Source: Lindsey Dubb   
(remove bottom portion at line)

 **Attack**   
**Charm Stick**

**Item**  
**Target: Any creature in LOS**



Each charge lets you control the actions of one creature in LOS during your current turn. The player that normally controls the creature does not get to control it during her next turn. Charges = NUMBER card. Usable once per turn; discard when used.

 Source: Avatar   
(remove bottom portion at line)

 **Attack**   
**Chores**

**Enchantment/Curse**  
**Target: Opponent wizard in LOS**



While in effect, target wizard cannot exit any square without first picking up all items in that square. Duration = NUMBER card.

 Source: Klimek   
(remove bottom portion at line)

 **Attack**   
**Cone of Cold**

**Spell**  
**Target: All life in straight line in LOM**



Bone-chilling frost inflicts magical damage equal to NUMBER card played, minus 1 point per square of distance between you and the target, to every LIVING thing along one straight line within your LOM. Even friendly targets are affected. No effect on non-living objects or UNDEAD.

 Source: Cain   
(remove bottom portion at line)

 **Attack**   
**Create Clone**

Created Monster  
Target: Any empty square in LOS

Duplicates an existing creature in LOS. You control the new clone. (When creating the clone, ignore any spells or damage effecting the original creature.)

 Source: Cedrik 

(remove bottom portion at line)

 **Attack**   
**Disarmament**

Spell  
Target: Opponent in same square

You are temporarily granted the strength to rip off an opponent's arm, causing 3 damage. The victim may now only carry one item at a time. You may use the arm as a club which causes 2 damage and counts as a card in your hand. The arm cannot be discarded but can be dropped. If victim regains his arm, he can reattach it. REMOVE CURSE or any healing spell will cause a replacement arm to grow.



 Source: Reed 

(remove bottom portion at line)

 **Attack**   
**Exploding Creature**

Spell  
Target: Any creature in LOS

Target creature explodes, causing damage to all characters within LOM (including you, if applicable). Damage equals the amount of life points the creature had.

 Source: Avatar 

(remove bottom portion at line)

**Attack**  
**Extortion**

Spell  
Target: All wizards

All opponent wizards must give you a card or suffer 1 magical damage, their choice. (Includes APPRENTICE, if present.)

Source: Smith

(remove bottom portion at line)

 **Attack**   
**Graffiti**

Enchantment/Curse  
Target: Adjacent wall

Write something insulting about target wizard on an adjacent wall. Until it is wiped off (by touch), or curse is removed, or wall is destroyed, target suffers from distraction of knowing it's there: On a roll of 1 or 2 (D4) at the end of each affected turn (just before discarding/drawing cards), victim loses a random card.

 Source: Klimek 

(remove bottom portion at line)

 **Attack**   
**Half Life**

Spell  
Target: Opponent in LOS

Cuts opponent's life points in half (round remaining points up). No effect upon objects. If AMPLIFIED, apply the effect twice in succession. If REFLECTED, each loses 1/4 life points.

 Source: Reed 

(remove bottom portion at line)

**Attack**  
**Hex**

Enchantment/Curse  
Target: Opponent (no LOS needed)

Opponent anywhere on the board becomes cursed, allowing you to determine the outcome of the next NUMBER die rolls affecting that opponent. Cannot be used to harm anyone other than the target (e.g., you could not make the target succeed in hitting someone.)



Source: Jeff Barrett

(remove bottom portion at line)

 **Attack**   
**Hit and Run**

Spell  
Target: Any in LOS

Causes magical damage equal to the NUMBER card played, and also knocks the CASTER back one square for every point of damage delivered. You can go in any direction, around corners, etc., as long as you travel away from the target of the spell. REFLECTION causes both to take damage, but only the caster will be knocked back.

 Source: Brainiac 

(remove bottom portion at line)

 **Attack**   
**Kiss of Death**

Enchantment/Curse  
Target: Opponent in same square

Curses opponent, causing magical damage equal to TWICE the NUMBER card played. Effect is delayed until after a number of turns equal to the same NUMBER card. Considered a CURSE; other COUNTERACTIONS can be used only when first cast.

Source: Reed

(remove bottom portion at line)

 **Attack**   
**Masochist**

Spell  
Target: Opponent in LOS

Opponent hits self. He must play a NUMBER card if he has one. Damage to opponent equals NUMBER card he plays.

 Source: Cedrik 

(remove bottom portion at line)

Attack

## Minor Curse

Enchantment/Curse

Target: Opponent (no LOS needed)

Opponent anywhere on the board cannot attack, move, or cast spells (your choice) during her next turn.

Source: Smith

(remove bottom portion at line)



Attack



## Myopia

Enchantment/Curse

Target: Opponent (no LOS needed)

Opponent anywhere on the board becomes temporarily short-sighted, his LOS limited to adjacent spaces only (even with Crystal Ball, Visionstone, Astral Projection, X-ray Vision, etc.) Duration = NUMBER card.



Source: Klimek



(remove bottom portion at line)



Attack



## Pack Rat

Enchantment/Curse

Target: Opponent in LOS

Curses opponent for a duration equal to the NUMBER card played. Opponent may not voluntarily drop items, discard cards, or give items or cards to another player. Victim can still be compelled to drop or discard something (e.g., due to DROP ITEM or THIEF), but he cannot do so on his own.



Source: Jeff Barrett



(remove bottom portion at line)



Attack



## Pie In The Face

Item

Target: Opponent in LOM

When thrown at opponent, this delicious cream pie causes the target to lose 1 turn. Pie is destroyed after one use.



Source: Cedrik



(remove bottom portion at line)



Attack



## Poison

Enchantment/Curse

Target: Anyone in LOS

Target character loses 2 life points at the end of each of his turns. Duration = NUMBER card.



Source: Avatar



(remove bottom portion at line)



Attack



## Polymorph Creature

Spell

Target: Any creature in LOS

Exchange target creature for any other creature not already in play. Any duration spells or damage affecting creature before it was polymorphed are ignored. Controller does not change (except in cases where controller is variable in creature's new form).



Source: Klimek



(remove bottom portion at line)



Attack



## Quick Death

Enchantment/Curse

Target: Opponent in LOS

Opponent takes 1 magical damage for each cards she plays or discards. Can be COUNTERACTED initially, but later counteractions (e.g., ABSORB DAMAGE) work only momentarily. Duration = NUMBER card.



Source: Cedrik



(remove bottom portion at line)



Attack



## Rats

Created Monster

Target: Any empty square in LOS

Creates a group of rats that you control. Movement: 3, Life: 5. Rats move as a group. Group attacks once per round for each life point the rats have, each bite doing 1 damage. (Aside from having multiple attacks, treat rats as a single creature.)



Source: Kerim Aydin



(remove bottom portion at line)



Attack



## Sneeze

Spell

Target: Opponent in LOS

Draw a random card from opponent's hand. If this card is a spell (or an item that casts spells), it goes off in a random direction from opponent, affecting the nearest legal target in that direction. Otherwise, the card is dropped (if possible) or discarded.



Source: Kerim Aydin



(remove bottom portion at line)



Attack



## Steal Enchantment

Spell

Target: Opponent in LOS

Removes an enchantment from another character and applies it to yourself, with all of its current modifiers and remaining duration. If the enchantment reduces your chance to hit (e.g., INVISIBLE), you must still successfully hit your opponent. Does not work on objects, but does work on permanent enchantments such as LIFESAVER.



Source: Brainiac





(remove bottom portion at line)

 **Attack**   
**Stone Bane**

Spell  
Target: Opponent in LOS



Destroys all MAGIC STONES carried by opponent. You gain 1 life point for every stone destroyed. If REFLECTED, both players lose all stones and gain 1/2 point for each of opponent's stones (round up).

 Source: Brainiac   
(remove bottom portion at line)

 **Attack**   
**Stone Golem**

Created Monster  
Target: Any empty square in LOS



Creates a stone behemoth that you control. Movement: 3, Life: 10. Punches for D4 + 1 damage. Golem is dispelled instantly by DESTROY WALL or STONE TO WATER, or if it is ever outside your LOS at the end of your turn.

 Source: Lindsey Dubb   
(remove bottom portion at line)

 **Attack**   
**Stumble Stick**

Item  
Target: Opponent in same square



Each charge can be used to trip an opponent in your square. Opponent loses 2 movement points on her next turn, and on a roll of 1-2 on the D4, also drops any carried TREASURE. Charges = NUMBER card. Usable once per turn; discard when used.

 Source: Avatar   
(remove bottom portion at line)

 **Attack**   
**Sword**

Item  
Target: Any in same or adjacent square

When used, this razor-sharp blade causes 4 damage to anything in the same or an adjacent square. Anyone carrying the sword may not cast spells other than COUNTERACTIONS.

 Source: Cedrik   
(remove bottom portion at line)

 **Attack**   
**Time Bomb**

Item  
Target: Same or adjacent empty square



Place this item in same or adjacent empty square, along with two face-down number counters (not NUMBER cards) representing a fuse, which decrements one point for each player's turn. When the count reaches zero, exploding bomb does 10 damage to everything in the square (including walls and doors) and 5 damage to everything in each adjacent square. Bomb stops "ticking" if picked up, and fuse may be subsequently reset (or discarded).

 Source: Klimek   
(remove bottom portion at line)

 **Attack**   
**Transfer Curse**

Spell  
Target: Opponent in same square



Transfers one curse or enchantment that is currently on yourself to an opponent in the same square. Can include items like the LOADSTONE, temporary conditions like BLIND, or permanent conditions like SLOW DEATH.

 Source: Reed   
(remove bottom portion at line)

 **Attack**   
**Tree Ent**

Created Monster  
Target: Any empty square in LOS



Creates a tall wooden creature that you control. Movement: 2, Life: 8. Tree Ent can hit opponents (even flying ones) in same or adjacent space for 1 damage, or attempt to knock a carried item out of an opponent's hands. (Attempt succeeds on a roll of 1 or 2 on the D4.)

 Source: Klimek   
(remove bottom portion at line)

 **Attack**   
**Unfamiliar**

Spell  
Target: Opponent's monster in LOS



Give a spell to an opponent's monster. On a roll of 1-3 (D4), the monster comes under your control. Either way, the monster can cast whatever spell you give him on a subsequent turn.

 Source: Klimek   
(remove bottom portion at line)

 **Attack**   
**Whip**

Item  
Target: Opponent in LOM



When you use this item to attack an opponent in LOM, roll a D4. On a 1-3, opponent takes 1 damage and drops one carried item of your choice (among those you know about). On a roll of 4, you accidentally hit yourself: suffer the same effects (you choose which item to drop), and immediately end your turn.

 Source: Avatar   
(remove bottom portion at line)

 **Attack**   
**Wimp**

Enchantment/Curse  
Target: Opponent in LOS

Reduces all damage dealt by opponent to zero. Duration equals NUMBER card played.

 Source: Cedrik   
(remove bottom portion at line)



 **Attack / Counteraction** 

## Lasso

Enchantment/Curse

Target: Any moving target in LOS

Connect via an instant lasso to any moving target (including thrown item, opponent, etc.) in LOS. For 1 turn, the distance between you and target cannot increase. If target keeps moving, you are towed behind it. Space between you and target is considered occupied, and opened doors cannot close on Lasso. If cast on your own turn, Lasso is an ATTACK, with which you may drag another character or uncarried, moveable object. TELEPORTING dispels Lasso.

 Source: Klimek 

(remove bottom portion at line)

**Counteraction**

## Already?

Spell

Target: Opponent entering your square

Turn suddenly ends for wizard who ENTERS YOUR SQUARE or whose controlled creature enters your square. They may take no further actions apart from discarding and drawing cards. (If they have a spell in progress, it is halted and they retain it.)

Source: Klimek

(remove bottom portion at line)

 **Counteraction** 

## Betrayal

Spell

Target: Monster in same square

Instead of attacking you, an opponent's monster in your space whispers something in your ear, then points at your opponent and laughs. You now control that monster.

 Source: Klimek 

(remove bottom portion at line)

**Counteraction**

## Control Spell

Spell

Target: Opponent's spell (no LOS needed)

Take over as the controller of ANY SPELL (excluding a COUNTERACTION) as it is being cast. You make all decisions, control any creature created, target from your LOS, etc. If you control an ATTACK, opponent is not considered to have spent his attack for the turn.

Source: Klimek

(remove bottom portion at line)

**Counteraction**

## Counterstrike

Spell

Target: Self (vs. incoming attack)

Does not block an attack, but allows you to perform one ATTACK at the same time you are attacked.

Source: Smith

(remove bottom portion at line)

**Counteraction**

## Cream Pie

Spell

Target: Incoming spell

Spell which targets you transforms into a otherwise harmless cream pie, blinding you until the end of THIS turn. All other characters having LOS to you may take no further actions this turn, as they are paralyzed with laughter.

Source: Klimek

(remove bottom portion at line)

 **Counteraction** 

## Deadline Extension

Enchantment/Curse

Target: Self

For the next NUMBER turns you cannot be killed, nor can you be eliminated from the game by the loss of both treasures to opponents' HOME BASES. For this duration, you can exist even with zero life points.

 Source: Klimek 

(remove bottom portion at line)

**Counteraction**

## Defend Minion

Spell

Target: Spell that targets your creature

Acts as a FULL REFLECTION against any SPELL attack targeting a creature that you directly control. The attack is reflected back upon the attacker. The creature does not have to be within your LOS.

Source: Brainiac

(remove bottom portion at line)

 **Counteraction** 

## Delay Effect

Spell

Target: Incoming spell

Incoming SPELL is not escaped, shielded or cancelled, but effects are postponed for a duration equal to NUMBER card played. Further COUNTERACTIONS may be played when delay expires--but only to offset effects (e.g., damage prevention, reflection, etc.).

 Source: Klimek 

(remove bottom portion at line)

**Counteraction**

## Dodge

Action

Target: Self (vs. physical damage)

Not a spell. Blocks any amount of physical damage from one attack (or other source).

Source: Robj

(remove bottom portion at line)

### Counteraction

## Martial Arts

Action

Target: Incoming physical attack

Not a spell. Fully reflects one **PHYSICAL ATTACK**, such as a punch or weapon, back upon the attacker. Has no effect on spells.

Source: Brian Bankler

(remove bottom portion at line)

### Counteraction

## Mindswap

Spell

Target: Opponent

Counteract any attack by swapping locations and all carried items with attacker. The attack fails.

Source: Klimek

(remove bottom portion at line)

### Counteraction

## Peace Offering

Spell

Target: Any attack

Counteract any attack by giving attacking wizard two cards of your choice from your hand. If used versus a monster, cards go to the controlling wizard.

Source: Klimek

(remove bottom portion at line)



### Counteraction

## Root

Enchantment/Curse

Target: Self (or any in LOS)

Momentarily (during the current player's turn only) prevents target from moving or being moved, even by spells such as TELEPORT, FEAR, UGLY or BIG MAN. Useable on self, on another character in LOS during her movement, or on an object in LOS that's about to be moved or picked up. If used against SWAP or TRADE spells, the non-rooted character/object still moves.



Source: Barrett & Avatar



(remove bottom portion at line)

### Counteraction

## Scapegoat

Created Creature

Target: Same square (vs. LOS attacks)

An innocent goat that you control, having 3 life points and a movement rate of 3, instantly appears in your square. While in LOS of any opponent, it is automatically the target of any LOS attacks by that opponent.

Source: Klimek

(remove bottom portion at line)

### Counteraction

## Shelter Minion

Spell

Target: Spell that targets your creature

Negates any one attack targeting a creature that you directly control. The creature does not have to be within your LOS.

Source: Jeff Barrett

(remove bottom portion at line)



### Counteraction

## Someone Else's Problem

Spell

Target: Incoming spell (special)

Redirects an incoming SPELL to a second opponent in LOS. If that opponent REFLECTs the attack, it is sent back to the original caster. Cannot be used unless there is an applicable target.



Source: Brainiac



(remove bottom portion at line)



### Counteraction

## Suspense

Spell

Target: Incoming LOS spell

Any LOS spell just cast at you may be frozen in the caster's square without taking effect. Use a token to mark the spot. The frozen spell will retarget the next character to enter the square. REFLECTION or FULL REFLECTION may be used to redirect the suspended spell as it is triggered, to a new target in LOS.



Source: Klimek



(remove bottom portion at line)

### Counteraction

## Tiny Dodge

Spell

Target: Self (vs. incoming attack)

You may leap instantly into an adjacent space. If this move blocks LOS of an incoming LOS attack, or otherwise takes you out of range, the attack fails

Source: Klimek

(remove bottom portion at line)

### Counteraction

## Trick Door

Spell

Target: Anyone using a door (no LOS needed)

Anyone who has just walked through a doorway instantly appears in any square on the board you choose, as long as it's adjacent to a door. Useable on self.

Source: Klimek

(remove bottom portion at line)

### Counteraction

## Turn Blue

Spell

Target: Self (vs. incoming attack)

Hold your breath and turn blue to cancel any attack. But lose your next turn.

Source: Klimek

(remove bottom portion at line)

### Counteraction

## Ultimate Veto

Spell

Target: Any card

CANCEL ANY CARD just used, fully negating its effects. DISCARD YOUR ENTIRE HAND. Nothing may overrule Ultimate Veto.

Source: Klimek

(remove bottom portion at line)

### Magic Stone

## Cornerstone

Item

Target: One of your spells

POWER: While you have this item, you may use a NUMBER card to cast an accompanying LOS spell around that same number of 90 degree corners. Display when used.

Source: Avatar

(remove bottom portion at line)

### Magic Stone

## Mimic Stone

Item

Target: Special

This Magic Stone can only be used if at least one other Magic Stone is in play. It perfectly duplicates any one Magic Stone in play, but if that stone is destroyed (or discarded) then the Mimic Stone is destroyed as well. If multiple stones are in play, you may discard a NUMBER card to change which stone you wish to mimic.

Source: Smith

(remove bottom portion at line)

### Magic Stone

## Monster Stone

Item

Target: Your controlled creatures

POWER: While you have this stone, add 1 to the life points, movement and physical damage of all creatures you control. Spells and other magical attacks by creatures do not gain the one-point benefit. Display when used.

Source: Klimek

(remove bottom portion at line)



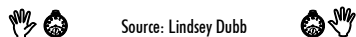
### Magic Stone

## Stinkstone

Item

Target: Self (vs. any in same square)

DISPLAY IMMEDIATELY. POWER: While you have this item, no other character may choose to enter your space. If anyone begins his turn on your space, he must immediately leave the space (if possible). No effect on UNDEAD.



Source: Lindsey Dubb

(remove bottom portion at line)



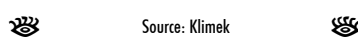
### Neutral

## Animate Door

Enchantment/Curse

Target: Any door in LOS

Target door is now enchanted, having a movement rate of 1 (along walls only). It moves, opens and closes on your command alone; it is JAMMED for anyone else. Any damage to door will dispel enchantment.



Source: Klimek

(remove bottom portion at line)

### Neutral

## Armor

Item

Target: Self

Once worn, this heavy suit of armor cuts your base movement in half (round remaining movement up; no effect on NUMBER cards). Roll the die whenever you receive damage. If the result is a 3 you suffer only half normal damage (round damage up). If the result is a 4, then you take no damage at all. No effect on duration-based spells. NOT A COUNTERACTION; to be effective, armor must be worn ahead of time. Display when used.

Source: Smith

(remove bottom portion at line)

### Neutral

## Bag of Holding

Item

Target: Your carried items

Any non-treasure items placed in the bag do not count as being in your hand (though the bag itself does). Display this card, and put the item cards face-down beneath it. You can only take those items out during your turn, and they may not be used while in the bag. If the bag is dropped, one only needs to pick up the bag to get everything inside.

Source: Avatar

(remove bottom portion at line)

### Neutral

## Bouncy Ball

Item

Target: One of your spells

Cast a spell on this item, then throw it. It can ricochet around up to four 90 degree corners before striking a target, which gets hit with the spell. (Throw can be countered as a PHYSICAL ATTACK, separately from countering the attached SPELL.) The ball ends up in the same space as the target, and it can be used again if picked up and recharged with a new spell. If ball misses (or the THROW is physically counteracted), it still has the spell given to it. If ball is TELEPORTED to someone's space, it falls on her and affects her as if it was thrown.

Source: Avatar



(remove bottom portion at line)

 **Neutral**   
**Brambles**

Created Object

Target: Any empty square in LOS

Creates a patch of thick branches filling the target square. There is no LOS through brambles, nor can they be flown over. Anyone exiting brambles must randomly drop one carried item within the brambles. Any fire damage will destroy brambles, filling the whole square with fire for 1-4 turns. (Fire causes 4 magical damage.)

 Source: Klimek 

(remove bottom portion at line)

**Neutral**  
**Burst of Gravity**

Spell

Target: Everyone

Creates a sudden burst of gravity, causing everyone (including you) to drop all carried items. Doesn't affect someone who has been enchanted with STRENGTH or an IRON GRIP.

Source: Avatar

(remove bottom portion at line)

**Neutral**  
**Circle of Protection**

Enchantment/Curse

Target: Self

Prevents you from being targeted or damaged by any spells or attacks. Lasts until you move or cast a spell. This is NOT a COUNTERACTION.

Source: Brian Bankler



(remove bottom portion at line)

 **Neutral**   
**Cloud of Stench**

Created Object

Target: Any empty square in LOS

Creates a transparent cloud of gut-wrenching stench. Any wizard entering it has a 50% chance of vomiting and losing 2 random cards from her hand (if the cards are items, they get dropped). Except for UNDEAD, non-wizards will not enter the cloud willingly. Fills an entire square but does not block LOS.

 Source: Avatar 



(remove bottom portion at line)

 **Neutral**   
**Corrosion**

Action

Target: Adjacent inanimate object

Not a spell. You spread a corroding substance on some inanimate object. Object takes 7 points of damage per turn, until destroyed. If you collapse a wall in this manner, it does not do any damage to adjacent characters.

 Source: Avatar 



(remove bottom portion at line)

 **Neutral**   
**Crevise**

Created Object

Target: Any wall or corridor in LOS

Creates a very narrow opening in a wall or corridor, requiring an extra movement point for anyone to squeeze through. It is too narrow for a TREASURE (or BIG MAN, BUCK, etc.) to pass through at all. LOS through a crevice exists only to or from the spaces immediately adjacent to it.

 Source: Klimek 

(remove bottom portion at line)

**Neutral**  
**Crystal Ball**

Item

Target: Special

A matched set of TWO crystal balls. Either (or both) may be dropped. Anyone holding one has LOS from the center of the other crystal ball's space, even if the other one is being carried. Like all carried items, counts as a card in your hand (but just one, even if you carry both).

Source: Kerim Aydin



(remove bottom portion at line)

 **Neutral**   
**Cyclone**

Spell

Target: Any empty square in LOS

Creates a temporary cyclone in an empty square, which immediately moves a sequence of 10 random directions, picking up all moveable items or characters in its path, and depositing them where it dissipates. Moving into a wall reduces cyclone's movement by one, but has no other effect. Cyclone dispels FOG, FIRE, STENCH and DUST. Windblown targets take 1 damage for each square they are actually moved.

 Source: Klimek 



(remove bottom portion at line)

 **Neutral**   
**Door Stop**

Item

Target: Adjacent open door

This item, if placed (dropped) on an open door, keeps the door open (but blocking LOS). The door stop is dropped in the doorway itself, and thus can be picked up from either adjacent square.

 Source: Cedrik 



(remove bottom portion at line)

 **Neutral**   
**Dungeon Steed**

Created Creature

Target: Any empty square in LOS

Creates a ride-able beast. Movement: 5, Life: 2. Mounting steed ends wizard's turn. It is possible to ride 5 spaces, then dismount and take one's normal movement. A wizard may not pick up anything from the floor while mounted. Steed does not move unless ridden.

 Source: Klimek 



(remove bottom portion at line)



 Neutral   
**Elfin Handyman**

Created Creature  
Target: Any empty square in LOS

Creates a clever elf that you control. Movement: 3, Life: 4. Elf can move through locked doors freely (but will not hold them open). At a cost of 1 life point per target, Elf can (by touch): dispel a dropped or created object, remove an enchantment/curse, fully restore a damaged/destroyed/jammed wall/door, or repair a damaged object. Cannot target characters or carried objects.

 Source: Klimek   
(remove bottom portion at line)

Neutral  
**Festering Wound**

Enchantment/Curse (Modifier)  
Target: One physical attack

Combine with any physical attack against a living opponent. Wound taken refuses to heal, causing 1 additional physical damage each turn until a 1 is rolled on the D4. No effect if original damage is countered. No effect on UNDEAD.

Source: Klimek  
(remove bottom portion at line)

Neutral  
**Focus**

Modifier  
Target: Self



Discard up to three cards. For each card discarded, increase the damage or duration of a SPELL you cast this turn by 1.

Source: Smith  
(remove bottom portion at line)

 Neutral   
**Ghost World**

Spell  
Target: All sectors

All doors, walls, and created objects in ALL SECTORS become "ghosted" permitting LOS and passage (by normal movement) to every square. Characters and ordinary items are unaffected. Duration = NUMBER card.

 Source: Klimek   
(remove bottom portion at line)

 Neutral   
**Giant Stone Sphere**

Created Object  
Target: Any empty square in LOS



Creates a giant stone sphere completely filling one square, blocking passage and LOS. It rolls easily if pushed, either sideways or directly away from any adjacent square. It cannot roll over a treasure, character, or anything with hit points, but it will do 1 plus 1 point of damage per space rolled to any into which it is pushed. (This counts as an ATTACK.)

 Source: Klimek   
(remove bottom portion at line)

 Neutral   
**Glacier**

Created Object  
Target: Any empty square in LOS



Creates a solid block of ice which fills an empty square. Beginning the turn after creation, glacier moves one space every other turn towards the nearest HOME BASE (as a wizard walks), pushing any objects or characters ahead of it. LOS through glacier is bent 90 degrees. The turn it rests on a home base, glacier melts into a 4-point WATERWALL. Any fire damage will melt glacier.

 Source: Klimek   
(remove bottom portion at line)

 Neutral   
**Healing Fountain**

Created Object  
Target: Any empty square in LOS



Creates a large fountain full of healing water. Any character ending its turn at the fountain gains 1 life point, up to its starting level. Fountain can be destroyed by 10 points of damage. Cancels any fire damage inflicted in its space (and extinguishes fires).

 Source: Avatar   
(remove bottom portion at line)

 Neutral   
**Healing Trance**

Spell  
Target: Self (or controlled creature in LOS)

Recipient loses a turn to gain life points equal to NUMBER card played. May go higher than starting life points. (AMPLIFY, if used, affects both points gained and number of lost turns.)

 Source: Jeff Barrett   
(remove bottom portion at line)

Neutral  
**Here Boy!**

Spell  
Target: One of your uncarried treasures

You may move one of your uncarried treasures 2 spaces.

Source: Kerim Aydin  
(remove bottom portion at line)

Neutral  
**Mercurial Mood**

Spell  
Target: Self



For this turn, you may pick up items without ending your turn, but you cannot drop items.

Source: Klimek  
(remove bottom portion at line)

 Neutral   
**Miniaturize**

Enchantment/Curse  
Target: Any created object in LOS

Target created object is reduced to a carry-able, toy-sized item, having none of its previous properties. If picked up and later dropped (or thrown), enchantment ends, and creation is restored to normal size and properties.

 Source: Klimek   
(remove bottom portion at line)

Neutral  
**New Deal**

Spell  
Target: All players

All players must discard their hands and immediately draw 1 card for each card they were holding. Items already displayed are unaffected.

Source: Smith  
(remove bottom portion at line)

Neutral  
**Number Stick**

Item  
Target: Self



Each charge acts as a NUMBER card equal to the number of charges remaining on the stick. Charges = NUMBER card. Usable once per turn; discard when used.

Source: Cedrik  
(remove bottom portion at line)

 Neutral   
**Oil Slick**

Created Object  
Target: Any empty square in LOS


Creates a puddle of slippery oil covering one square. Anyone entering oil will slide past it in a straight line a number of spaces equal to the number already moved, or take damage for slamming into an obstruction for each space not moved. On a roll of 1 or 2 (D4) they also fall down, ending their move. Any fire damage will destroy the oil, filling the whole square with fire for 1-4 turns. (Fire causes 4 magical damage.)

 Source: Klimek   
(remove bottom portion at line)

 Neutral   
**One-Way Door**

Enchantment/Curse  
Target: Any door in LOS



Makes any door go in one direction only (you pick which way). The effects are permanent. You may open the door once as you cast the spell. Can also be used to cancel or reverse the direction of a door that has already had ONE-WAY DOOR cast upon it. Does not otherwise alter the status of the door (e.g., locked, damaged, etc.)

 Source: Game Cabinet   
(remove bottom portion at line)

 Neutral   
**Open Door Policy**

Spell  
Target: All un-jammed doors



Unlocks every door in the game, except those with JAMMED LOCKS.  
Duration = NUMBER card.

 Source: Reed   
(remove bottom portion at line)

 Neutral   
**Open Grave**

Created Object  
Target: Any empty square in LOS



Creates a temporary PIT. Any character killed reappears in the pit at the start of their next turn, restored to 1/3rd (round up) of original life points. (In all other ways, "death" occurs normally.) Anything exiting the pit causes the Grave to disappear. Any UNDEAD (skeletons, wraiths, ghouls, etc.) must move directly into the pit using their normal movement. (To jump over a pit, roll a D4. On a roll of 1 you fall in, taking 2 damage. Roll a 1 or 2 on later turns to climb out. Takes a whole turn to climb in or out.)

 Source: Klimek   
(remove bottom portion at line)

 Neutral   
**Polymorph Object**

Spell  
Target: Any created object in LOS



Transforms one CREATED object into any NON-TREASURE object, simply by replacing the token. Any duration spells or damage affecting creation before it was polymorphed are ignored. No object on a HOME BASE may be targeted.

 Source: Klimek   
(remove bottom portion at line)

 Neutral   
**Portable Hole**

Item  
Target: Adjacent wall, door or solid stone

When placed against a door, wall, or solid stone, this item creates a large opening allowing LOS and movement. Once an opening is created, item may be picked up from either side, carried, and re-used. If you move through the hole, you leave it behind; it falls to the ground in a heap in the space you were in.

 Source: Klimek   
(remove bottom portion at line)

Neutral  
**Portable Telepad**

Item  
Target: Anyone standing on it

When placed on the floor, this experimental device can act as a teleport launch pad. Anyone standing on the telepad may choose to TELEPORT up to 4 spaces away (even to a HOME BASE), leaving the telepad behind and ending his or her movement. On each use, telepad has a 1 in 4 chance of malfunction; if this happens, roll a D4 each for direction and distance. If you appear in a space that permits no occupant (e.g., SOLID STONE), reroll distance, otherwise you are affected by contents of the destination square.



Source: Klimek  
(remove bottom portion at line)

 **Neutral**   
**Portcullis**

Spell

Target: Any wall or corridor in LOS

Creates a closed portcullis in any stone wall or corridor and a pressure-activated floor plate in any empty space--both within LOS. Anything solid resting on the plate will cause the gate to open. Gate is closed when plate is vacant. Portcullis does not block LOS, thrown items, nor anyone affected by SHRINK. Has 20 hit points, just like a wall.

 Source: Klimek 

(remove bottom portion at line)

**Neutral**  
**Revolution**

Spell

Target: All sectors

Rotate every sector by the same amount, to be chosen by a random die roll. 1 = 90° clockwise; 2 = 180°; 3 = 90° counterclockwise; 4 = your choice. "You say you want a revolution..."

Source: Avatar



(remove bottom portion at line)

 **Neutral**   
**Rotate Square**

Spell

Target: Any square in LOS

Rotates one square up to 180° in any direction, "dragging" along those walls which lie alongside the square.

 Source: Robj 

(remove bottom portion at line)

 **Neutral**   
**Rotate Wall**

Spell

Target: One wall section in LOS

Rotates one wall panel or door 180 degrees. Anything on one side of the wall section (including otherwise immovable characters or objects) finds itself suddenly on the other side. This spell will not change the location of a HOME BASE, nor will it rotate an immovable creation onto a HOME BASE. If the latter is attempted, the spell fails completely.

 Source: Reed 

(remove bottom portion at line)

**Neutral**  
**Shatterstick**

Item

Target: Your attacks vs. non-wizards

Each charge quadruples damage done by one of your attacks against any non-wizard target (walls, creatures, bushes, etc.) Charges = NUMBER card. Usable once per turn; discard when used.

Source: Avatar



(remove bottom portion at line)

 **Neutral**   
**Speed Bump**

Created Object

Target: Any empty square in LOS

Creates a magical speed bump in an empty space. Anyone entering the square with speed bump takes 1 damage for each space more than two they move that turn. COUNTERACTABLE as a spell.

 Source: Klimek 

(remove bottom portion at line)

**Neutral**  
**Stonewalk**

Enchantment/Curse

Target: Self

This turn, you may enter into and move within stone walls or stone-filled squares instead of normal spaces. You cannot be seen, but have LOS out of the wall you are in, and may drop items on either side, but may not pick up items. STONEWALK lasts until you exit a wall or the wall you are in is destroyed.

Source: Klimek

(remove bottom portion at line)

**Neutral**  
**Telekinesis**

Spell

Target: Any moveable uncarried object in LOS

Makes a moveable, uncarried object move up to NUMBER spaces at your command, sliding across the floor as it does so. If the target is not in your LOS, it moves randomly (roll direction for each space moved).

Source: Smith

(remove bottom portion at line)

**Neutral**  
**Termite Infestation**

Spell

Target: Same sector

In sector where cast, all doors and wood-based creatures take ten-points of damage. All BRAMBLES, BUSHES and MAGIC STICKS in the sector (either in hand or dropped) are destroyed.

Source: Klimek

(remove bottom portion at line)

**Neutral**  
**Thunderstorm**

Spell

Target: Same sector

A sudden downpour of rain floods the sector you are in, extinguishing all fires, washing away SLIME, OIL and TACKS, and filling all PITS with water for 1 turn. There is also a 1/4 chance for each character in the sector that he will be hit by a one-point (physical) lightning bolt and stunned for 1 round. Bolts may be individually COUNTERACTED.

Source: Klimek

(remove bottom portion at line)



Neutral



## Transformation

Enchantment/Curse

Target: Self (or controlled creature in LOS)

Lose one from either your base attack, movement, or hand size and add one to your base attack, movement, or hand size for the rest of the game. (For example, you could choose to permanently reduce your hand size from seven to six to increase your base movement from three to four.) Creatures with no inherent hand size cannot be granted one via this spell.



Source: Smith



(remove bottom portion at line)

Neutral

## Treasure Sight

Modifier

Target: One of your spells

Allows you to cast one LOS spell through one of your treasures; you may target something in LOS of it, including a character that's carrying it. Reflected spells affect the treasure (if possible), but don't affect you.

Source: Avatar

(remove bottom portion at line)



Neutral



## Troll-Booth

Created Object

Target: Any empty square in LOS

Creates a Toll-Booth on an empty square, attended by a stationary TROLL. (Any other TROLL in play must move at normal rate directly to the booth, ignoring its controller.) Anyone may purchase passage across this space by paying (each) TROLL three cards from his hand. If destruction or evacuation of troll(s) results in toll-booth being unattended, it disappears. (Trolls have 6 life points, 3 movement, regenerate 1 life point per turn, and punch for 1-4 damage.)



Source: Klimek



(remove bottom portion at line)

Neutral

## Unlabeled Wand

Item

Target: Random spell

After charging this item (charges equals NUMBER card played), determine which spell it can cast by selecting randomly from the top of the deck. Non-spells are discarded until a useable spell is selected. After all charges are expended, the wand vanishes.

Source: Klimek

(remove bottom portion at line)



Neutral



## Vending Machine

Created Object

Target: Any empty square in LOS

Creates a permanent, immovable vending machine. For any character, dispenses a number of cards (drawn from the deck) equal to the NUMBER card played. Each use requires a new NUMBER card; no effect without one. Must be on the same square as the vending machine to use it, and doing so ends turn. (The player may subsequently discard and draw, as usual).



Source: Klimek



(remove bottom portion at line)

Neutral

## Warp Mastery

Spell

Target: Self

Upon passing through any warp (i.e., an external sector exit, TRICK DOOR, or PERMAWARP), you may re-appear on the board at any other warp location of your choice. (For example, you could walk out an exit at the top of the board and into an entrance on the left-hand side.) Has no effect on the AUTO-WARP used in the three-player game.

Source: Jeff Barrett

(remove bottom portion at line)



Neutral / Attack



## Brainstorm

Spell

Target: Self (or wizard in LOS)

Target wizard discards all cards from her hand (excluding displayed items), then draws an equal number of new ones. After that, you draw a card to replace this one.



Source: Lindsey Dubb



(remove bottom portion at line)



Neutral / Attack



## Levitate

Enchantment/Curse

Target: Any character or uncarried item in LOS

Target character or uncarried item floats to the ceiling, and cannot be grabbed or punched by anyone who is not flying (unless they can reach into adjacent squares). Levitated characters may not pick up items, nor move except by spells, FLIGHT, or in a straight line by throwing an item in the opposite direction. NEUTRAL when cast on items or self; ATTACK when cast on an opponent. Duration = NUMBER card.



Source: Klimek



(remove bottom portion at line)



Neutral / Attack



## Move!

Spell

Target: Any moveable target in LOS

Allows you to move the target (a moveable, uncarried object; yourself; or anyone else) a number of spaces equal to the NUMBER card played. The target must be in LOS at first, but may be moved out of LOS. Counts as an ATTACK if cast on an opponent.



Source: Avatar



(remove bottom portion at line)

Neutral / Attack

## Repossession

Spell

Target: Previously carried item

Target item (not in discard pile) which you have previously carried this game TELEPORTS back into your hands. This spell may not target another's TREASURE, but it may target your own, if you have previously carried it. If target item is currently carried by someone else, Repossession is an ATTACK.

Source: Klimek

(remove bottom portion at line)

👁️ Neutral / Counteraction 👁️

### Cloak of Shadows

Enchantment/Curse

Target: Self (or controlled creature in LOS)

Any attack made against recipient has only a 1 in 4 chance of taking effect. This protection is permanent, but it ends once recipient moves more than 1 square in a single turn.

👁️ Source: Smith 👁️

(remove bottom portion at line)

👁️ Neutral / Counteraction 👁️

### Iron Grip

Enchantment/Curse

Target: Self (or controlled creature in LOS)

For the next NUMBER turns, recipient may retain all carried items. This spell overrides all other effects or spells which might contradict it, such as: SWAP MEET, DROP OBJECT, THIEF, CHAOS, STRENGTH, KLUTZ, CURSE OF MIDAS, KILLER OOZE, BRAMBLES, etc. Iron Grip may be countered by REMOVE CURSE, NEGATE NEUTRAL, TIME DRAFT, etc.

👁️ Source: Klimek 👁️

(remove bottom portion at line)

Neutral / Counteraction

### Luck

Spell

Target: Self

Any one die roll which YOU make comes out to your desired result. Must use spell before rolling. You may play this card out of turn only if you are called upon to roll a die (e.g., to determine whether or not you believe an illusion).

Source: Reed

(remove bottom portion at line)

Neutral / Counteraction

### Word of Recall

Spell

Target: Self

Teleports you to your HOME BASE, thus avoiding any spell which was cast on you. If cast on your own turn, this ends your movement. Any TREASURE you were carrying drops to the ground in the space from which you teleported.

Source: Lindsey Dubb

(remove bottom portion at line)

Special

### Me Too! Me Too!

Spell

Target: Opponent's spell (no LOS needed)

THIS SPELL IS ALWAYS USED OUT OF TURN, when some other player casts a spell of any type. You are then allowed to cast the same spell as the other player, using the same modifiers. DOES NOT WORK ON ANY SPELL THAT AFFECTS YOU DIRECTLY, nor on ABSORB SPELL or ANTI-ANTI.

Source: Brainiac

(remove bottom portion at line)

Trap

### Daylight Savings Time

Spell

Target: Self

DISPLAY IMMEDIATELY. Lose your next turn, but keep this card and redeem it for an extra turn later in the game. Set this card aside (does not count as being in your hand) and redraw.

Source: Avatar

(remove bottom portion at line)

Trap

### Monster Rebellion

Spell

Target: All monsters

DISPLAY IMMEDIATELY. All monsters in play are now under GEAS to pursue and attack their own creators until dead, ignoring all other commands. At the start each player's turn, her monsters are moved by the opponent to her left. Discard after use and redraw.

Source: Klimek

(remove bottom portion at line)

Trap

### Sector Decompression

Action

Target: Same sector

DISPLAY IMMEDIATELY. All characters and moveable objects in the current sector are moved 1-4 spaces towards a random particular exit, by the nearest unobstructed path. Discard after use and redraw.

Source: Klimek

(remove bottom portion at line)

Trap

### Whoops!

Action

Target: Self

DISPLAY IMMEDIATELY. You clumsy oaf. You just tripped on a loose stone! Take 1 physical damage and drop any carried TREASURE, now. Discard after use and redraw.

Source: Game Cabinet

(remove bottom portion at line)

Attack

### Contingency

Modifier

Target: Self

Place any combination of spells from your hand face down beneath this card. On top of them, place a face-down number counter. The instant you take damage in one turn equal to or greater than the chosen amount, all of the face-down spells are instantly cast, in sequence from top to bottom. There is no limit to the number of attacks-in-a-single-turn which may result.

Source: Klimek

(remove bottom portion at line)

\*

### Counteraction

## Attack Substitution

Spell

Target: Opponent's ATTACK spell

Replace attack spell just cast with one from the discard pile. Either choose one from three spells selected by attacking opponent, or approve the set of three spells from which opponent may choose one to cast instead. If less than three legal attack spells have been discarded, attack is fully negated.

Source: Klimek

(remove bottom portion at line)



### Counteraction

## Magic Meddling

Spell

Target: Any attack spell (no LOS needed)

You may cast this spell against any other wizard using any ATTACK SPELL anywhere on the board to increase or decrease the damage or the duration by 1. You need not be the target of the attack.

Source: Smith

(remove bottom portion at line)



### Counteraction

## Root (old version)

Spell

Target: Self (vs. being moved)

Momentarily (during the current player's turn only) prevents you from moving or being moved, even by spells such as TELEPORT OPPONENT, FEAR, UGLY or BIG MAN. If used against SWAP, opponent still appears in your square.

Source: Jeff Barrett

(remove bottom portion at line)



### Counteraction

## Wheel of Fortune

Spell

Target: Self

Discard your current hand and refill it with new cards. At the end of the current turn, all cards just drawn must again be discarded. (Does not itself counter an attack, but may provide you with a counteraction which can.)

Source: Klimek

(remove bottom portion at line)



### Neutral

## Achoo!

Spell

Target: Adjacent square

In a chosen direction, causes anything floating or flying to be moved back as far as possible then just around the nearest corner. A temporary SLIME will appear on the space adjacent to you. It is like the spell FILL SQUARE WITH SLIME in all respects, except that it may be created on top of other characters or objects, and it lasts only one turn.

Source: PacifiCon fan

(remove bottom portion at line)



### Neutral

## Banish Monsters

Spell

Target: All monsters in designated sector

All monsters in the specified sector are banished to the discard pile. No other monsters may enter, nor may any be created within target sector for one turn.

Source: Klimek

(remove bottom portion at line)



### Neutral

## Basement

Spell

Target: Same sector

Creates a random, new sector directly below this one, connected by a PIT with a ladder (allowing movement between top & bottom sectors) When the basement disappears a turn after its creation, anything in it appears on the floor above.

Source: Klimek

(remove bottom portion at line)



### Neutral

## Gravity Vortex

Created Object

Target: Any empty square in LOS

Creates an intense gravity vortex lasting one turn. Anyone within the affected sector is instantly pulled towards the vortex, moving 1 space per item carried (by the shortest path as a wizard walks). Anyone entering the same space as the vortex drops all items, which become immovable (as GLUED) until the vortex expires.

Source: Klimek

(remove bottom portion at line)



### Neutral

## Invisible Barrier

Created Object

Target: Any empty square in LOS

Creates an invisible, impenetrable, one-square-wide cube on any empty square. On each player's turn, this barrier widens by a radius of one square until it fills the whole sector (after which, it dissipates). Spells may pass through it, but characters and objects may not. If barrier meets a PORTABLE HOLE, both are dispelled.

Source: Klimek

(remove bottom portion at line)



### Neutral

## Peephole

Created Object

Target: Any wall or door in LOS

Creates a magical peephole in an existing wall or door. Anyone adjacent to the peephole can see through it, extending LOS straight ahead only on the other side. The peephole is too small to allow items or characters (even MISTED) to pass through.

Source: Reed

(remove bottom portion at line)



Neutral

## Phase Paradox

Modifier

Target: One of your spells

Allows teleportation or creation spells to target an occupied space, even a HOME BASE. All objects, creations or characters on that space which cannot coexist (if any) are randomly displaced instantly to an adjacent space (ignoring walls) until no paradox remains. Repeat as needed, for new paradoxes resulting from displacement.

Source: Klimek

(remove bottom portion at line)

\*



Neutral

## Smelly Sock

Item

Target: Same square

You must drop this item to use it. No one will enter the square with the sock, and anyone already there must leave the square at the next available opportunity. If damaged, the sock is destroyed.



Source: Cedrik

(remove bottom portion at line)

\*



Neutral

## Time Glitch

Spell

Target: Self

Take into your hand all cards cast or discarded during the previous player's turn. You may add them to your hand (ignoring hand-size limitations) until the end of your turn.

Source: Klimek

(remove bottom portion at line)

\*

Neutral

## Wishing Well

Created Object

Target: Any empty square

Creates a PIT, filled with water. Falling into well causes no damage, but ends move. Swimming across costs an extra movement point. Any magic stone entering the well (by any means) is dissolved, and generates a free "wish": dispel any artifact, or remove any curse/active duration spell. LOS exists both into & out, but fire-based spells cannot be cast nor affect anyone inside well. (To jump over a pit, roll a D4. On a roll of 1 you fall in, taking 2 damage. Roll a 1 or 2 on later turns to climb out. Takes a whole turn to climb in or out.)

Source: Klimek

(remove bottom portion at line)

\*

Trap

## Curse of Midas

Enchantment/Curse

Target: Self

**DISPLAY IMMEDIATELY.**  
Drop all items you are now carrying and randomly choose one of your own TREASURES to be teleported instantly to your hands. You may not carry other items, nor drop this treasure until it is deposited in a treasure-starting space of your home sector. Spells or effects which cause you to drop treasure will also end the curse. Discard after use and redraw.

Source: Klimek

(remove bottom portion at line)

\*

Trap

## Imp-Lament

Spell

Target: Self

**DISPLAY IMMEDIATELY.**  
Imp appears in your square and instantly gains possession of all your attack spells. Imp then attacks you (in random order) with every spell which can target you, discarding any others. Imp may be evaded like any monster--otherwise, attacks may be counteracted separately. After final attack, Imp disappears. Discard after use and redraw.

Source: Klimek

(remove bottom portion at line)

\*

Trap

## Radioactive Crater

Created Object

Target: Same square

**DISPLAY IMMEDIATELY.**  
A crashing meteorite causes 4 points of blast damage to everyone in your square as it forms a radioactive crater. (Trap is countered if on a HOME BASE). Anyone entering crater for the first time takes 1 point of radiation damage and draws 1 card. Mutations permanently increase hand size by 1. Note that a mutated monster could cast any spell drawn. Crater is like a PIT in all other respects. Discard after use and redraw.

Source: Klimek

(remove bottom portion at line)

\*

Trap

## Repulsion

Spell

Target: Self and anything nearby

**DISPLAY IMMEDIATELY.**  
All items you are carrying, as well as any characters or items within 3 spaces (ignoring walls) immediately teleport 3 spaces away from you in random directions. If targets which cannot coexist end up in same square, randomly displace as many as necessary, into an adjacent space (ignoring walls). Discard after use and redraw.

Source: Klimek

(remove bottom portion at line)

\*

Trap

## Time Draft

Action

Target: Everyone

**DISPLAY IMMEDIATELY.**  
All active duration spells cease. Each player discards all his cards and refills his hand. Any TRAPS drawn are discarded and replaced. Discard after use and redraw.

Source: Klimek

(remove bottom portion at line)

\*