




  <p>ABSORB DAMAGE</p> <p>Reduces any point damage done to you, up to three points. Has no effect on duration-based spells. This is only for one attack or effect; it does not work against 3 points of damage from multiple attacks in one turn.</p> <p>Spell</p> <p>Target : self</p>	  <p>ABSORB SPELL</p> <p>Nullifies and takes into your hand one spell card used directly against you. Does not include NUMBER cards. Will work against COUNTERACTIONS that affect you directly (e.g., REFLECTION, DOUBLE BACK), but not against FULL SHIELD, ANTI-ANTI, objects, or any spells that objects and creations produce.</p> <p>Spell</p> <p>Target : spell used against you</p>	   <p>ADRENALINE</p> <p>Allows a character to attack twice as often as normal. Duration = NUMBER card. Cast on yourself or another character in LOS. Doesn't override any limits on how often a specific object may be used.</p> <p>Enchantment Spell</p> <p>Target : self or character in LOS  #</p>	 <p>ALTER REALITY</p> <p>Take one of the unused boards, flip it over in a random orientation, and replace the one on which you are standing. All tokens are moved onto the new board in the same relative positions. Tokens that can only exist in an open corridor (like WALL OF FIRE) get discarded if they end up on top of a stone wall.</p> <p>Spell</p> <p>Target : same sector</p>
  <p>AMPLIFY</p> <p>Doubles the power of one point or duration-based spell. Two AMPLIFY spells quadruple spell power when used together. If used with SHIELDSTONE, WIZARDBLADE, or other permanent magic items, only affects that object for one use. Can be used when charging a magic stick.</p> <p>Modifier Spell</p> <p>Target : one of your spells</p>	  <p>ANIMATE DOOR</p> <p>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.</p> <p>Enchantment Spell </p> <p>Target : door in LOS</p>	  <p>ANIMATE OBJECT</p> <p>Animates a moveable, uncarried object, placing it under your control. Movement: 2, Life: 1. "Killing" the object merely returns it to an inanimate state. Animated items have all normal qualities (weapons can attack, etc.). May move starting this turn. May not be picked up while animated. As long as a treasure is animated, it doesn't count for victory (or player elimination). Not considered a Creature.</p> <p>Enchantment Spell </p> <p>Target : moveable uncarried object in LOS</p>	  <p>APPRENTICE</p> <p>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.</p> <p>Creature Spell (<i>Wizard, Move:3, HP:4</i>) </p> <p>Target : square in LOS</p>
  <p>AROUND THE CORNER</p> <p>Allows you to cast any one LOS spell around one corner (up to 180 degrees). REFLECTIONS will still reach you.</p> <p>Modifier Spell</p> <p>Target : one of your spells</p>	 <p>ASTRAL PROJECTION</p> <p>Cast any one of your LOS spells anywhere on the board. This card accompanies the spell you are casting. Any REFLECTIONS to any attack spell you might use have no effect on you. Can be used with an Item that casts a spell.</p> <p>Modifier Spell </p> <p>Target : spell that you use</p>	  <p>BIG BLACK BAT</p> <p>Creates a large bat that you control. Movement: 10, Life: 2. Bat bites for 1 damage, up to 2 times per turn, at the cost of 2 movement points each. Bat can pick up and carry one NON-TREASURE object. Cannot use items (not even passive ones). Can drop a carried object into a player's hands. Can fly over obstacles that don't reach the ceiling.</p> <p>Creature Spell (<i>Flying, Move:10, HP:2</i>) </p> <p>Target : empty square in LOS</p>	   <p>BERSERK</p> <p>Allows you, or a character in your LOS, to make extra attacks this turn, equal to the NUMBER card played. (If no number card is played, allows one extra attack.)</p> <p>Spell</p> <p>Target : self or character in LOS #</p>

BIG MAN

Makes you so large that you fill up a square.


You can push other characters down the corridor ahead as you move (but not other objects).




Can step over short Floor Hazards (like PIT, TACKS, KILLER OOZE). Characters that are not small or flying cannot pass or share the same space. Can reach other characters (and can be reached) from an adjacent space.

Duration = NUMBER card.

You can cast this on yourself or another character.

Enchantment Spell (*Blocks LOS, Fills square*)

Target : self or character in LOS  #


  





BLIND

Blinds opponent, who must roll direction if attempting to move, throw objects, engage in combat, or cast LOS spells. Duration equals NUMBER card.

Misdirected spells go intended distance (or dissipate if they cannot). Cannot hit unintended opponents. If movement is attempted, bumping into a wall counts as one space of movement. Reroll for each movement point.

Enchantment Spell

Target : character in LOS  #


BLINK REPEATEDLY



For the next NUMBER card worth of turns, the target will teleport 1 to 4 spaces in a random direction (roll the die twice).

This occurs at the end of your turn. Counts as an attack if cast on an opponent.

Can be cast on self as a Counteraction (if you Blink out of range, the attack misses), but you Blink just once. If a BLINK takes target to a space it couldn't occupy, reroll distance, otherwise target is affected by contents of the destination space.

Enchantment Spell


Target : self or moveable object or character in LOS  #



BLINKING WALL

Creates a wall in an empty corridor, or replaces an existing stone wall.

On every player's turn, including the turn created, roll a d4. On a 1, the wall does not exist during that player's turn.

Creation Spell 

Target : wall or corridor in LOS


BLUNT

Reduces any damage or duration affecting yourself to half (round down).

Works on any damage or duration (not permanent effects).


Spell

Target : self





BOOBYTRAP

Take three blank tokens and the boobytrap token, placing each of them face down on empty spaces. Whoever first walks over the one boobytrapped token takes 4 points of physical damage. Caster and hir creatures may move across the trap without harm. Permanent until triggered. Spells affecting CREATIONS target just one of the tokens.

Creation Spell (*Floor Hazard, Fills square, Immobile*) 

Target : four empty squares


 

BOUNCY BALL





Attach a spell to this object. The next target to get hit with the ball also gets hit with the spell.

When thrown, the ball can ricochet around up to four 90 degree corners before striking a target. 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, it still has the spell given to it.

Throwing the ball at an opponent counts as an attack, which can be countered as such, separately from countering the attached SPELL.

Item (*Magical*) 

Target : one of your spells

BRAINSTORM




If you cast this on yourself, you discard any number of your cards, then draw an equal number of new ones.

If cast on an opponent, counts as an Attack, and opponent loses all hir cards, then draws an equal number of new ones. As a Counteraction, allows you to draw new cards, and play any Counteraction that you draw as a result.

Any Traps drawn are discarded and replaced.

Spell

Target : self or wizard in LOS


  


BUDDY



Opponent will not attack you while this Enchantment is in effect.

Duration = NUMBER card played, DOUBLED.

This Spell is cancelled if you attack the affected character. Neither opponent's monsters nor yours are bound by this pact.

Enchantment Spell 

Target : character in LOS  #




BURST OF GRAVITY

This spell causes a sudden burst of gravity which causes all characters to drop all carried objects.

Doesn't affect someone who has been enchanted with STRENGTH.

Spell

Target : every character



CHAIN LIGHTNING

A small LIGHTNING BLAST strikes all other characters within LOM, causing each to take 1 damage and lose 1 turn.

Each target may attempt to COUNTERACT separately.

Enchantment Spell

Target : every character in LOM



CHAOS

Each player counts hir cards, then everyone tosses them in a pile and they are redistributed randomly, each player receiving the same number that they started with.

ABSORB SPELL will absorb CHAOS; FULL SHIELD removes a player from participation. REFLECTIONS have no effect. Creatures that have cards are included in the Chaos.

Spell

Target : every player




CLONE

If you die (from damage only, not from lost treasures), play this card. A new "you" appears on your HOME BASE, with 7 life points and no cards at all. All creatures you controlled disappear. All duration spells that were on you cease. In all other ways, "death" occurs normally, per the rules.

If killed during your own turn, you may start moving and draw cards next turn.

Spell

Target : self

CONTROL CREATURE

This spell allow you to take control of a creature, starting this turn.


Its controller may Counteract if s/he has LOS to you or the creature.




If the creature is not normally controlled by a single player, the Duration = NUMBER card played; otherwise permanent.

If the Enchantment is removed, creature reverts to its original controller.

An ANIMATED OBJECT is not a Creature.

Enchantment Spell

Target : creature in LOS  #



CONTROL TELEPORTATION

You may play this spell when someone or something teleports. You can then decide where the target will teleport to.

You can choose a location among those possible by the original teleportation spell or effect.

Spell

Target : any


 

CREATE DOOR



Creates a locked door in a solid wall or across a corridor.

If created adjacent to you, you may hold it open as it appears (door closes again when you move away or pick something up).

If cast on an illusionary wall, it is under the illusion, which must be seen through in order to use the door.


Creation Spell 

Target : wall or corridor in LOS



 

CREATE WALL

Creates a section of permanent wall, one square long.


Creation Spell 

Target : corridor in LOS



 

CREATE WALL

Creates a section of permanent wall, one square long.

Creation Spell 

Target : corridor in LOS


 

CREVICE



Creates a very narrow opening in a wall, 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.

Only a character that is adjacent to the Crevice has LOS through it.

Creation Spell (*Immobile*) 

Target : wall in LOS


 

CROSSBOW

When fired, each crossbow bolt causes 3 damage.

Before taking the first shot, play a NUMBER card to determine the total number of bolts available.

You may fire only one bolt per turn, and they are not retrievable.

Item (*Not magical*) 


Target : any in LOM #



CRYSTAL BALL

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.

Only counts as a card in your hand if you're carrying both crystal balls.

Item (*Magical*) 

CUTE SHOULDER DRAGON

Creates a small dragon that sits on your shoulder.



Any other character in your LOM during your turn has a 50% chance of being shot with a 2 point fireball (attack spell). The Dragon has 1 HP and is immune to fire damage.

Dragon does not attack on the turn created.

Any attack against it has a 1/2 chance of hitting you instead.


Creature Spell (*Small, HP:1 (immune to fire)*)

Target : self


 

DAGGER

This well-balanced knife causes 3 damage when thrown, or you can stab with it for just 1 damage. Retrievable by anyone after it is thrown.

Item (*Not magical*) 

Target : any in LOM





































DEJA VU




You may look through a number of cards in the discard pile equal to double the NUMBER card played, and take one.

Must start looking with top card and work downwards one by one.

Spell

Target : self #

  <p><u>DESTROY WALL</u> Completely crumbles one section of wall. Anyone in either square next to the wall takes 4 points of physical damage (not considered an attack). Will also destroy wall sections with doors.</p> <p>Spell </p> <p>Target : wall or door in LOS</p>	  <p><u>DESTROY WALL</u> Completely crumbles one section of wall. Anyone in either square next to the wall takes 4 points of physical damage (not considered an attack). Will also destroy wall sections with doors.</p> <p>Spell </p> <p>Target : wall or door in LOS</p>	   <p><u>DISPEL CREATION</u> This spell un-creates any created object or creature. Spells that are inside or on dispelled creations dissipate harmlessly. If a PIT is dispelled, anything that was in it appears at floor level.</p> <p>Spell</p> <p>Target : creation in LOS</p>	   <p><u>DIVE</u> Allows you to move up to two squares in order to break Line of Sight. If played during your turn, it ends your movement for that turn. This is not a spell.</p> <p>Physical Action</p> <p>Target : self</p>
 <p><u>DOOR-TO-DOOR</u> Creates a warp connecting two doorways. Take the 2 door-to-door tokens and place them on existing doors. The "A" side of one door now connects to the "A" side of the other, and the "B" connects to "B". You may open the doors once as you cast this spell. Destroying or permanently unlocking a door ends this spell, which is otherwise permanent.</p> <p>Enchantment Spell </p> <p>Target : any two doors</p>	  <p><u>DOUBLE BACK</u> FULLY REFLECTS and doubles the power of a SPELL cast against you. Has no effect on spells which are not point or duration spells.</p> <p>Spell</p> <p>Target : spell used against you</p>	   <p><u>DRAG</u> Drags a character or uncarried moveable object towards you until it runs into a solid obstacle (like a wall) or arrives in your square. Anyone dragged into/through an obstacle suffers normal effects. Will work with modifiers such as AROUND THE CORNER. Counts as an ATTACK if cast on an opponent.</p> <p>Spell</p> <p>Target : uncarried object or character in LOS</p>	  <p><u>DROP OBJECT</u> Opponent drops any one object you specify.</p> <p>Spell</p> <p>Target : character in LOS</p>
  <p><u>DROP OBJECT</u> Opponent drops any one object you specify.</p> <p>Spell</p> <p>Target : character in LOS</p>	  <p><u>DUNGEON STEED</u> 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.</p> <p>Creature Spell (Move:5, HP:2) </p> <p>Target : square in LOS</p>	  <p><u>DUST CLOUD</u> Creates a permanent magical cloud of dust that fills one empty square. Anyone passing through it must roll a D4 (each number signifying a direction) to see where s/he goes (or if a spell is cast, where the spell goes). Bumping into a wall counts as one space of movement; re-roll for each movement point. Blocks LOS, even if you have VISIONSTONE. Reaches ceiling.</p> <p>Creation Spell (Blocks LOS, Fills square, Flying, Gaseous) </p> <p>Target : empty square in LOS</p>	   <p><u>EMPATHY</u> Any ATTACK done in any form against you acts against both you and the attacker. Duration = NUMBER card played, starting in player's turn in which it is cast. Will not work against an already-active spell, just new ones.</p> <p>Enchantment Spell</p> <p>Target : self  </p>



  

EXPLODING CREATURE

Target creature explodes, causing damage to all characters within LOM. Damage equals the amount of HP the creature had.

Spell

Target : creature in LOS

EXPLODING DOOR

Target door explodes into a million splinters away from the side on which you stand, doing 3 physical damage to anything (excluding walls) within a straight line (LOM) of the door on the other side.





An open passage is left where the door used to be.

If cast on a SAFE, only the SAFE gets destroyed and its contents do not.

If cast on DOOR-TO-DOOR, you can choose which door gets destroyed.

Spell

Target : door in LOS

EXTEND



Doubles the remaining length of a duration-based spell.

Counts as an attack if cast on an opponent, unless you play this spell at the same time the duration-based spell is cast.

Will also work with AMPLIFY.

Spell


Target : self or any in LOS


 



FAMILIAR

Creates a cat under your command, with hit points equal to NUMBER card played. Movement: 4. Scratches for 2 points of cutting damage. Can carry one spell (face down), which you must choose upon its creation, plus a NUMBER card, if required for the spell.

The familiar cannot cast its spell the turn created. When a familiar's spell is used up, it may not get another.

Creation Spell (*Wizard, Small, Move:4, HP:#*) 

Target : square in LOS 

FEATHERWEIGHT



All damage done to you moves you back 1 space per point instead of doing damage.


In case of multiple directions possible for movement, you choose which way you will go. You can also go around corners.

In the case of being stuck in a dead end, you take damage.

Duration = NUMBER card.

Enchantment Spell

Target : self  





FILL `ER UP

You may draw enough new cards to fill your hand.

This does not end your turn.

Spell

Target : self

FILL SQUARE WITH FIRE


Fills the target space with fire.



Passing through it does 4 points of damage per round and ends movement for that round.



Duration equals NUMBER card played.

Any water damage reduces the duration on a turn-per-point basis.

Extinguished by WATERWALL.

Creation Spell 

Target : empty square in LOS  

CUBE OF SLIME

Fills a square with a cube of lime-flavored gel.


Anyone pushing their way through end their turn.

Spells cast at the slime get stuck there, and affect anyone in the slime or entering it later (spells "go off" only once).



Blocks LOS, reaches ceiling.

Counteractions against "trapped" spells do not affect the caster.

Destroyed by WATERWALL, or a 5 point WATERBOLT.

Creation Spell (*Blocks LOS, Fills square, Immobile, Reaches ceiling*) 

Target : empty square in LOS


 

FILL SQUARE WITH STONE



Creates an impenetrable block of stone completely filling an empty square.

This not a wall, so no "wall" associated spells will affect it. Can't be cast on a home base.

If cast in a PIT, raises floor to ground level.

Creation Spell (*Blocks LOS, Immobile, Reaches ceiling*) 

Target : empty square in LOS


 

FILL SQUARE WITH STONE



Creates an impenetrable block of stone completely filling an empty square.

This not a wall, so no "wall" associated spells will affect it. Can't be cast on a home base.

If cast in a PIT, raises floor to ground level.

Creation Spell (*Blocks LOS, Immobile, Reaches ceiling*) 

Target : empty square in LOS


FIRE IMP

Creates a floating fire imp that shoots anybody coming within LOM with 2 points of magical fire-damage (once per turn per player in LOM).




This happens the moment a player enters LOM with the imp, or is in LOM at the start of that player's turn.

The imp is not controlled by any player, and will attack its creator if he can (but not on the turn created).

Has 3 life points; immune to fire and physical damage, but any water will destroy him (including a WATERWALL).

Creation Spell (*Flying, Moveable, HP:3*) 

Target : empty square in LOS


  

FIREBALL




Searing flames inflict 5 magical damage.

Fireball also destroys all MAGIC STONES opponent is carrying (unless all damage is nullified).

Can be used against doors or objects, but has no effect on stone walls.


Spell 

Target : any in LOS



  

FIREBALL

Searing flames inflict 5 magical damage.
Fireball also destroys all MAGIC STONES opponent is carrying (unless all damage is nullified).
Can be used against doors or objects, but has no effect on stone walls.

Spell 


Target : any in LOS



 

FLIGHT

This spell allows you to fly over any obstacle that doesn't reach the ceiling, as well as anyone on the ground.
You can keep out of others' reach, unless they can fly or reach adjacent squares (like BIG MAN).
WATERWALL has no effect on you.
At turn end it is assumed you are flying unless you state otherwise, even if you have just picked up an item (like a Treasure).
Duration equals NUMBER card played.
REMOVE CURSE, if cast on you, will make you fall for 1 to 4 points of damage (roll the die).


Enchantment Spell

Target : self  #




 

MAGIC BROOM STICK

Allows you to fly fast. When you use this magic item, roll the die.
If you roll a 2, 3 or 4, you may fly until the beginning of your next turn, and while flying you may move any distance in a straight line at the cost of 1 movement point.
If you roll a 1, you move 1 space in a random direction, then crash into the ground, taking 2 points of damage, and your movement ends for the turn.
Charges = NUMBER card.
If you drop this item while flying, you fall for 2 damage.

Item (*Magic stick, Casts spell, Flying*) 

Target : self #



  

FORCE FIELD

Creates a force field immediately adjacent to you on one side only, preventing anyone or anything from moving or casting spells through it.
Lasts until the start of your next turn.


Creation Spell

Target : adjacent corridor



 

HEALING FOUNTAIN

Creates a large stationary stone fountain of healing water.
Any living character that ends his turn at the fountain gains 2 life points, up to his starting level.
Fountain can be destroyed with 10 points of damage.
Cancels any fire damage inflicted in its space (and extinguishes fires).


Creation Spell (*Immobile, HP:10 (immune to fire)*) 

Target : empty square in LOS



 

FREEZE MAGIC

A LOS spell just cast at you may be frozen in your square without taking effect. The frozen spell will retarget the next character to enter the square.
The frozen spell can be treated as a Creation or as an Enchantment.
Works on Trap spells also.
REFLECTION or FULL REFLECTION may be used to redirect the suspended spell as it is triggered, to a new target in LOS.

Spell 

Target : spell used against you



 

FROM BEYOND

This card has no effect when played, until the caster is dead. On the caster's next turn after death, s/he rises from the grave as a WRAITH.
Movement: 3, HP: 4, undead, can carry and use objects like a wizard, but can't draw cards. Can walk through 1 wall or object per turn.
Can attack by touching a target for 2 points of magical damage. If Wraith touches a wizard, it steals a random card. Wraith's touch can be reflected like a spell.
This card may be played any time during your turn, or when you are killed.

Enchantment Spell (*Wizard*)

Target : self



 

FULL REFLECTION

Opponent's spell, if cast upon you, is reflected back on him, with the same modifiers applied (e.g., AROUND THE CORNER).
You are now treated as the spell's caster.

Spell

Target : opponent's spell



 

FULL SHIELD

Stops any one magical attack made against you (from a spell or magic item).
Does not stop a physical attack.
Will stop WIZARDBLADE for only one attack.

Spell

Target : self



 

FULL SHIELD

Stops any one magical attack made against you (from a spell or magic item).
Does not stop a physical attack.
Will stop WIZARDBLADE for only one attack.

Spell

Target : self




 

FUMIGATE

All living characters take 3 points of magical damage while the Dungeon is being cleaned.
Caster may not counteract the damage against himself.


Spell


Target : every living character




  

GHOST FORM

Transforms target into a ghost.
Ghost can walk through anything without damage, but cannot punch others or be affected by physical damage.
Ghost drops all carried items and cannot pick anything up.
Objects drawn while a ghost get discarded or dropped (player's choice).
Can still cast spells, attack and be attacked.
Neutral if cast on self, ATTACK if cast on others.
Duration = NUMBER card.
Any physical attachments drop too.

Enchantment Spell (*Wizard*) 

Target : self or character in LOS  #


GLUE

Keeps an object in place for a duration equal to TWICE the NUMBER card played, making it impossible for anyone to pick it up (or drop it, if carried).

Considered an ATTACK if cast on an opponent's carried object.

Also works on moveable creations such as the GIANT STONE SPHERE, but not on wizards or creatures.

Enchantment Spell

Target : object in LOS  #

GLUE BOMB

You can play this spell when an opponent picks up one of your treasures.



This glue bomb goes off and pastes hir and treasure into place for 2 rounds, not including current round.

Opponent (and treasure) cannot move but can TELEPORT. After s/he TELEPORTS, however, s/he still cannot move.

DO NOT announce until someone picks up your treasure.

Enchantment Spell


Target : opponent and treasure 


GRAFFITI

Write something insulting about a player on an adjacent wall.

Until it is wiped off (by touch), or curse is removed, or wall is destroyed, that player suffers from distraction of knowing it's there, and draws one less card per turn.

Creation Spell (*Immobile*) 

Target : adjacent wall




HANDFUL OF TACKS

Can be thrown into a square, covering it with tacks.




Anyone walking into them takes 3 damage.

Someone adjacent to the tacks can sweep them up and reuse them later (or discard), by spending 2 turns there (the 2nd turn must be spent doing nothing else).

WATERWALL will wash them away.

Item (*Not magical, Fills square, Floor Hazard*) 


Target : square in LOM

VITALIZE

Played with NUMBER card. Increases Life points of target living character by that amount, even if above hir normal maximum.

Spell

Target : self or living character in LOS 


HEALTH STONE

While you have this item, any turn in which you do not move or pick up anything, this magic stone allows you to recover 2 life points, up to your starting level (15).

Display when used.

Item (*Magic stone, Casts spell*)

Target : self



HEAVE-HO

This spell lets you throw a carried treasure at someone or something (including an empty space).

Physical damage equals the number of spaces thrown (maximum 10).

The spell is actually cast on yourself, so REFLECTION won't work with it.

If thrown diagonally, measure the distance as the number of spaces a player would move.

The attack is physical and not a spell.

Spell

Target : self





HERE BOY!

You may move one of your uncarried treasures 2 spaces.

Spell

Target : one of your uncarried treasures

HOMING BEACON

Swap places with one of your treasures, after dropping any carried treasure.


If you trade places with a carried treasure, the character carrying you suffers a hernia and takes two physical damage.

Can be used as a Counteraction; if you teleport out of range of an attack, it misses.

Cannot be used if either you or the target treasure is on a home base.

Spell

Target : self



HOWLING VACUUM

Anything moveable in the sector you are in moves one space closer to you.




"Closer" means toward you as a Wizard would walk along the shortest path possible.

If there are 2 paths of equal distance, then the object or character does not move.

Airflow is blocked by solid objects that fill a square and reach the ceiling.

Spell

Target : same sector


MIND CONTROL




You can control physical movements of target character, including the dropping and picking up of objects, during hir next turn.

You cannot control what spells are cast, if any, or make hir attack.

If REFLECTED, both players can control each other for their next turns.

Enchantment Spell

Target : character in LOS 

















TRANSFER CURSE/ENCHANTMENT



Transfer the effects of one or more enchantments, either from you to another character, or vice-versa.

This spell may not be cast to rid yourself of a spell which would prevent its casting (such as NO SPELL).

Spell

Target : character in same square



 <p>INTERRUPT STOP THE GAME and cast any one spell. For any spell in progress, the interrupting spell acts first.</p> <p>Spell</p>	 <p>INVISIBLE You become invisible. A LOS attack against you has only a 1 in 4 chance of hitting. Duration equals NUMBER card played. If a spell misses you, it hits nothing; it dissipates into nothingness.</p> <p>Enchantment Spell</p> <p>Target : self  #</p>	 <p>JANITOR This spell allows you to discard all board tokens within 2 spaces of you (even through walls) except treasures and players.</p> <p>Spell</p> <p>Target : every board token within 2 spaces</p>	<p>JUMP STICK A magical pole vault that allows you to jump over one space of floor. Can be used to jump over obstacles that don't reach the ceiling (or out of a PIT). Crossing a space this way only costs one movement point. Charges = NUMBER card; usable once per turn. (You can jump diagonally over a square.)</p> <p>Item (<i>Magic stick</i>)</p> <p>Target : self #</p>
 <p>KILLER OOZE Covers one square of floor with acidic ooze. Anyone walking into the space takes one point of damage, and on a roll of 1 or 2 on the D4, falls down, dropping treasure, taking two more points of physical damage, and is unable to move (or pick up anything) for the rest of the turn. Any following turns that s/he tries to stand and exit must be rolled again as stated. Only 5 points of fire damage will destroy the ooze. Counts as a creature.</p> <p>Creation Spell (<i>Fills square, Floor Hazard</i>) </p> <p>Target : empty square in LOS</p>	 <p>LEECH BOMB Every living character in the target space or an adjacent one becomes covered in leeches. These cause 2 points of damage per turn at the end of the victim's turn. A character must spend a full turn (not moving or doing anything else) in order to remove leeches. The first turn spent reduces the damage they do to 1. It takes another turn to remove the remaining leeches.</p> <p>Enchantment Spell</p> <p>Target : square in LOS</p>	 <p>LEVITATE Target character or uncarried moveable object 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 objects, nor move except by spells, FLIGHT, or in a straight line by throwing an object in the opposite direction. NEUTRAL when cast on objects or self; ATTACK when cast on an opponent. Duration = NUMBER card.</p> <p>Enchantment Spell (<i>Flying</i>)</p> <p>Target : self or any in LOS  #</p>	<p>TREASURE STONE While you have this stone, you are immune to the effects of losing both of your treasures to other players' home bases. Display when needed. Not applicable in a 2-player game.</p> <p>Item (<i>Magic stone</i>)</p> <p>Target : self</p>
 <p>LIGHTNING BLAST Inflicts magical damage equal to the accompanying NUMBER card, and stuns. Opponent loses one turn while recovering from electrified senses. If all damage gets counteracted, opponent does not lose turn.</p> <p>Spell </p> <p>Target : any in LOS #</p>	 <p>LIGHTNING BLAST Inflicts magical damage equal to the accompanying NUMBER card, and stuns. Opponent loses one turn while recovering from electrified senses. If all damage gets counteracted, opponent does not lose turn.</p> <p>Spell </p> <p>Target : any in LOS #</p>	 <p>LOCK IN PLACE Stops movement of opponent. S/he may still cast spells, but cannot move or be moved in any way (including teleportation). Duration equals NUMBER card played. Can be cast on self as a Counteraction to prevent being moved or teleported by an opponent (lasts until the start of your next turn).</p> <p>Enchantment Spell</p> <p>Target : self or character in LOS  #</p>	 <p>LOCK TREASURE Treasure may be carried, but lock must be opened or removed for treasure to count towards winning or removal of player from game. Treasure lock is treated as if it were a door lock. Has 10 HP; immune to fire. If removed (teleported, etc.), it is destroyed.</p> <p>Creation Spell (<i>HP:10 (immune to fire)</i>)</p> <p>Target : treasure in LOS</p>

LOYAL PUPPY

Nullifies any point based attack as your loyal puppy protects you, but you lose your next turn mourning over the dead puppy.
(In the case of poison gas, it gives you mouth-to-mouth.)

Physical Action
Target : point-based attack that targets you

MAD DASH


This spell doubles your movement (including NUMBER cards and other add-ons) for one turn.
You cannot carry treasures while exerting yourself under MAD DASH.
(If you carry a treasure for part of your turn, only the movement points you spend while you're NOT carrying it get doubled).

Spell
Target : self

PORTABLE TELEPAD


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 (but not to a HOME BASE), leaving the telepad behind and ending hir movement.
On each use, telepad has a 1 in 4 chance of malfunction; if this happens, you teleport randomly: 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.

Item (Magical, Casts spell) 







MASTER KEY

While you have this item, you may unlock any door that you are adjacent to (but door locks again behind you).
You may "hold the door open" for others, if you wish.
Does not work on a JAMMED LOCK.
Can also work on other locks, not just doors.


Item (Not magical) 



Target : adjacent door




   

MEDUSA

Opponent cannot move or cast spells, including COUNTERACTIONS.
However, opponent is also immune to any damage.
Duration equals NUMBER card played.
Can also be cast on Self as a Counteraction (lasts until the start of your next turn).

Enchantment Spell 


Target : self or character in LOS  

MENTAL BLOCK

Stops any spell from being played.
The spell is then returned to the wizard that cast it. That card may not be used for the rest of the turn.
Any accompanying NUMBER card may still be used for other purposes.




Spell
Target : any spell (no LOS needed)



MENTAL FORCE

Target character moves three spaces to wherever you say (but not through walls, not even a FIREWALL).
REFLECTION allows both wizards to move one another 2 spaces.



Spell
Target : character (no LOS needed)

MENTAL SWAP


Allows you to trade cards with another wizard.
Give hir any number of your own cards, and take as many randomly from hir hand.
REFLECTION allows target to trade cards back in the same manner.



Spell
Target : wizard in LOS

MERCURIAL MOOD


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

Spell
Target : self 


 

MINIATURIZE

Target inanimate creation is reduced to a carry-able, toy-sized object, 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.


Enchantment Spell 


Target : inanimate creation in LOS



MINOR CURSE



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



































Enchantment Spell
Target : character (no LOS needed) 



MIST-BODY































You turn to mist, and can pass through doors and other obstacles that aren't air-tight (solid walls are; doors are not).
Touched objects become "misted" when touched, so you may pick up and carry objects.
You may not attack or be attacked or hurt physically, except by fire.
Any dropped or thrown object becomes solid.
Duration equals NUMBER card played.





















Enchantment Spell (Flying, Gaseous)
Target : self  

 <p>MONOWARP</p> <p>Allows you to exit any sector and enter any other sector through a sector entrance.</p> <p>Spell</p> <p>Target : self</p>	   <p>MONSTER BANE</p> <p>Sucks all remaining life points out of any one creature in LOS, adding the points to your own and utterly destroying the creature.</p> <p>A creature that can't normally be destroyed is considered to have 1 life point.</p> <p>Works on living creations also (such as a bush).</p> <p>Spell</p> <p>Target : creature in LOS</p>	   <p>MOVE</p> <p>Allows you to move the target (moveable object, character, or self) 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.</p> <p>Counts as an attack if cast on an opponent.</p> <p>(Of course, objects/characters can't be moved through walls.)</p> <p>Spell</p> <p>Target : self or any in LOS</p> 	  <p>NEGATE NEUTRAL</p> <p>Nullifies any NEUTRAL SPELL when first cast. This is cast on the spell, not the opponent, so FULL SHIELD and REFLECTIONS have no effect. Does not need LOS, and the caster need not be the intended target of the spell.</p> <p>Spell</p> <p>Target : neutral spell (no LOS needed)</p>
  <p>NEW DEAL</p> <p>All wizards must discard their hands and immediately draw 1 card for each card they were holding. Objects already displayed are unaffected.</p> <p>Spell</p> <p>Target : every wizard</p>	   <p>NO SPELL</p> <p>Opponent cannot use any Spell, but may still use Items (even magical ones), NUMBER cards and Action cards.</p> <p>Duration = NUMBER card.</p> <p>Enchantment Spell</p> <p>Target : wizard in LOS</p>  	  <p>OIL SLICK</p> <p>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.</p> <p>On a roll of 1 or 2 (D4) they also fall down, ending their move.</p> <p>Any fire damage will destroy the oil, filling the whole square with fire for 1-4 turns. (Fire causes 4 damage.)</p> <p>Creation Spell (<i>Fills square, Floor Hazard, Immobile, HP:1 (fire only)</i>)</p>  <p>Target : empty square in LOS</p>	  <p>ONE-WAY DOOR</p> <p>Creates an unlocked door in a wall or empty corridor, that can only be opened from one side. You choose its orientation.</p> <p>Creation Spell</p>  <p>Target : wall or corridor in LOS</p>
  <p>OPEN GRAVE</p> <p>Creates a temporary PIT. Any creature or wizard 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. (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.)</p> <p>Creation Spell (<i>Fills square, Floor Hazard, Immobile</i>)</p>  <p>Target : empty square in LOS</p>	  <p>PASS THE BUCK</p> <p>This spell creates a huge, mild-mannered Buck with big antlers, that blocks LOS and is quite impossible to pass (unless you can FLY over him).</p> <p>Any player may move him 1 space during his turn, but he will not enter spaces with players or creatures. Has 10 life points. Can be punched or attacked from an adjacent square. Even BIG MAN can't push him.</p> <p>Creature Spell (<i>Blocks LOS, Fills square, HP:10</i>)</p>  <p>Target : empty square in LOS</p>	  <p>PASS THROUGH WALL</p> <p>Allows passage through one wall or door.</p> <p>Works on walls of any kind (ILLUSION WALL, normal walls, WALL OF FIRE, etc.).</p> <p>You can use this spell to move through a wall, or to allow another character, or an object, to move through that wall.</p> <p>Spell</p> <p>Target : wall or door in LOS</p>	  <p>PEEPHOLE</p> <p>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 objects or creatures (even MISTED) to pass through.</p> <p>Creation Spell</p>  <p>Target : wall or door in LOS</p>




 <p>PERMANENT Makes the effects of a duration-based spell or enchantment last indefinitely. Counts as an attack if cast on an opponent.</p> <p>Enchantment Spell Target : self or enchantment in LOS</p>	 <p>PERMAWARP Take two Warp tokens and place them on empty squares in the sector you are in (but not a Home Base). There is now an open warp from one token to the other, and movement between them counts as one space. You can't create an object on a PERMAWARP, but you can put down an object there, or walk around it in the same space. There is not LOS through the warp, but it does not block local LOS.</p> <p>Creation Spell (<i>Immobile</i>) Target : two empty squares in same sector</p> 	 <p>PHASE DOOR Roll die for random direction. Caster teleports one space in that direction, through a wall, if necessary. Does not count as a movement point. May be used to counteract an attack: if you teleport out of range, attack misses.</p> <p>Spell Target : self</p>	 <p>PICK LOCK Unlocks an adjacent door (but the door will lock again behind you). You may "hold the door open" as long as you are adjacent to the door (unless you pick something up). Can also work on other locks, not just doors.</p> <p>Physical Action Target : adjacent door</p>
 <p>PICK LOCK Unlocks an adjacent door (but the door will lock again behind you). You may "hold the door open" as long as you are adjacent to the door (unless you pick something up). Can also work on other locks, not just doors.</p> <p>Physical Action Target : adjacent door</p>	 <p>PICK LOCK Unlocks an adjacent door (but the door will lock again behind you). You may "hold the door open" as long as you are adjacent to the door (unless you pick something up). Can also work on other locks, not just doors.</p> <p>Physical Action Target : adjacent door</p>	 <p>PIE IN THE FACE When thrown at opponent, this delicious cream pie causes the target to lose 1 turn. Pie is destroyed after one use.</p> <p>Item (<i>Not magical</i>) Target : character in LOM</p> 	 <p>PIT Creates a pit. To jump over, roll a D4. If you roll 1, fall in, take 2 damage. Roll a 1 or 2 on later turns to climb out. Takes 1 whole turn (or 3 movement points) to climb into or out of a PIT. Bottom of PIT is in LOS only with adjacent spaces. Objects can be created or left in PIT. A character can't open an adjacent door from inside the PIT. WATERWALL flowing into PIT does 2 damage to anyone in the PIT, but lifts him to the top of the PIT. Water drains in 1 turn. Can swim across PIT using normal movement when filled.</p> <p>Creation Spell Target : square in LOS</p> 
 <p>PIVOT WALL One solid wall section rotates 90 degrees to an adjacent corridor. Anything in the way gets pushed through the corridor. Immovable objects prevent a wall from rotating through the space they are in.</p> <p>Spell Target : wall or door in LOS</p>	<p>PORTABLE HOLE You can place this item on an adjacent wall section in order to create a temporary hole that you can move through (but you can't see through it). When you move through the hole, you leave the item behind; it falls to the ground in a heap in the space you were in.</p> <p>Item (<i>Magical</i>) Target : wall or door</p> 	 <p>PORTCULLIS 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 objects, nor anyone affected by SHRINK. Has 20 hit points; immune to piercing damage and fire.</p> <p>Creation Spell (<i>HP:20 (immune to piercing and fire)</i>) Target : wall or corridor in LOS</p> 	 <p>POWER DRAIN Drain points from an opponent and add them to your own points. Amount equals NUMBER card played. Can also be cast on a creature, even one you control.</p> <p>Spell Target : character in LOS</p> 

 <p>POWER RUN</p> <p>Lets you trade your life-points for extra movement, at the rate of one point per one space. This is in addition to any NUMBER card played.</p> <p>Spell</p> <p>Target : self</p>	<p>POWERSTONE</p> <p>While you have this item, you may add 1 to any NUMBER card you play. This card is permanent. Display when used.</p> <p>Item (<i>Magic stone</i>)</p>	 <p>PUBLIC FUNDS</p> <p>YOU MUST IMMEDIATELY SHOW THIS CARD TO ALL PLAYERS WHEN YOU GET IT, but it need not be permanently displayed, and it need not be played right away. This spell permanently causes all treasures to be neutral, that is, not owned by anyone. Any treasure on the board is available as part of the 2 treasures needed to placement of hir 2 treasures on HOME BASES. REMOVE ENCHANTMENT, if cast on any treasure, will cancel PUBLIC FUNDS.</p> <p>Enchantment Spell</p>	  <p>PUSH OBJECT</p> <p>Causes a moveable, uncarried object or character to move away from you until it runs into a character or fixed object (such as a solid wall, SLIME, or other impassable obstacle). If it strikes anything damageable, it does 2 physical damage. If it strikes a BUSH, BRAMBLES or SLIME, it ends up inside. If it starts in your space, you decide initial direction. Also works on moveable Creations.</p> <p>Spell</p> <p>Target : moveable object or character in LOS</p>
  <p>RATS</p> <p>Creates a group of rats controlled by caster. Moves 3 spaces per turn as a group. May bite once per round for each hit point the rats have, each doing 1 point of damage. Starts with 5 hit points. Small.</p> <p>Creature Spell (<i>Small, Move:3, HP:5</i>)</p>  <p>Target : square in LOS</p>	  <p>REFLECTION</p> <p>A spell cast against you works 50% for both parties. Only works on point-based or duration-based spells. Round fractions up. A single lost turn, then, divided and rounded up, is a lost turn for both players.</p> <p>Spell</p> <p>Target : spell used against you</p>	  <p>REFLECTION</p> <p>A spell cast against you works 50% for both parties. Only works on point-based or duration-based spells. Round fractions up. A single lost turn, then, divided and rounded up, is a lost turn for both players.</p> <p>Spell</p> <p>Target : spell used against you</p>	    <p>REMOVE ENCHANTMENT/CURSE</p> <p>Cancels an Enchantment or Duration-based spell or effect affecting you or a target in your LOS. Can be cast on an opponent to remove "good" Enchantments affecting hir (doesn't count as an Attack). Can be used as a Counteraction to prevent an Enchantment from taking effect. You can cast this on yourself to cancel a spell which won't let you cast other spells while in effect, or that makes you lose turns.</p> <p>Spell</p> <p>Target : self or any in LOS</p>
    <p>REMOVE ENCHANTMENT/CURSE</p> <p>Cancels an Enchantment or Duration-based spell or effect affecting you or a target in your LOS. Can be cast on an opponent to remove "good" Enchantments affecting hir (doesn't count as an Attack). Can be used as a Counteraction to prevent an Enchantment from taking effect. You can cast this on yourself to cancel a spell which won't let you cast other spells while in effect, or that makes you lose turns.</p> <p>Spell</p> <p>Target : self or any in LOS</p>	  <p>REMOVE LOCK</p> <p>Permanently removes lock from any one door. Must be adjacent to door to use. Door is still considered to block LOS. Not a Spell. Can also work on other locks, not just doors.</p>  <p>Physical Action</p> <p>Target : adjacent door</p>	  <p>RENN FAYRE MAZE</p> <p>For a number of rounds equal to NUMBER card played, each board rotates 90 degrees clockwise. Rotation occurs at the start of the caster's turn. Number card must be played.</p> <p>Enchantment Spell</p> <p>Target : every sector</p>  	  <p>REVERSE DAMAGE</p> <p>Instead of losing points in a magical attack, you gain them. Only works on point-based spells (including SLOW DEATH). Any remaining effect of a spell (such as "lose turn" or "move back two spaces") still takes effect. You may not attack yourself.</p> <p>Spell</p> <p>Target : magical attack that targets you</p>

<p> </p> <p>REVOLUTION</p> <p>Rotate every sector by the same amount, to be chosen by a random die roll.</p> <p>1 = 90° clockwise; 2 = 180°; 3 = 90° counterclockwise; 4 = caster's choice.</p> <p>"You say you want a revolution..."</p> <p>Spell</p> <p>Target : every sector</p>	<p> </p> <p>REVOLVING DOOR</p> <p>Creates a permanent one-way door in a wall or corridor. You choose which way it goes. It can only be opened from one side.</p> <p>It is not locked.</p> <p>Each time someone passes through it, it turns around, so it may then only be entered from the other side.</p> <p>Creation Spell </p> <p>Target : wall or corridor in LOS</p>	<p></p> <p>REWARP</p> <p>Swap two external sector exits. Signify their new directions by placing the A.A tokens on one set of exits and the B.B tokens on the other set of exits.</p> <p>These stay in place unless any one token of the four is moved by use of RELOCATE SECTOR, in which case REWARP goes away.</p> <p>REWARP affects entire sector sides. ROTATE SECTOR does not rotate the counters.</p> <p>Enchantment Spell</p> <p>Target : two external sector exits</p>	<p></p> <p>RICOCHET</p> <p>Allows you to bounce any LOS spell around up to four 90 degree corners. REFLECTIONS will still reach you.</p> <p>Modifier Spell</p> <p>Target : one of your spells</p>
<p>   </p> <p>ROOTS</p> <p>Target's movement is halted for the duration of the current player's turn.</p> <p>Prevents target from teleporting.</p> <p>If cast on self, reduces opponent's ability to move you, and prevents you from being teleported.</p> <p>May be cast on another player during his movement, or on an object that's about to be moved or picked up.</p> <p>Spell</p> <p>Target : self or any in LOS</p>	<p> </p> <p>ROSEBUSH</p> <p>Creates a fragrant but thorny rosebush which fills one square, blocking LOS. Anyone passing through it gets cut for 3 damage. 5 points of damage will destroy it.</p> <p>A character in the bush is hidden from view, and can't see out. (Doesn't hurt a Skeleton.)</p> <p>Creation Spell (<i>Fills square, Immobile, Living, HP:5</i>) </p> <p>Target : empty square in LOS</p>	<p> </p> <p>ROTATE PLAYERS</p> <p>Every player token is teleported to the location of the player token controlled by the player on one side (caster's choice).</p> <p>A successful counteraction takes that player out of the chain of rotation.</p> <p>Spell</p> <p>Target : every player</p>	<p></p> <p>ROTATE SECTOR</p> <p>Allows you to rotate any one sector 90 degrees.</p> <p>Spell</p> <p>Target : any sector</p>
<p> </p> <p>SAFE</p> <p>Creates an immobile safe, within which you can secure one treasure or other object. All LOCK-type cards will work on it. To smash it open takes 15 damage. Getting an object from a safe counts as picking that item up. Safe dispels if item removed. Creator of safe knows the combination and may open it freely. Like all Creations, a safe cannot be placed on a HOME BASE.</p> <p>Creation Spell (<i>Immobile, HP:15</i>) </p> <p>Target : square in LOS</p>	<p>  </p> <p>SCAPEGOAT</p> <p>An innocent goat that you control, having 3 life points and a movement rate of 3, instantly appears in your square.</p> <p>While in LOS of any opponent, it is automatically the target of any LOS attacks by that opponent.</p> <p>Creature Spell (<i>Move:3, HP:3</i>) </p> <p>Target : same square</p>	<p> </p> <p>SECRET PASSAGE</p> <p>Creates a secret passage in a solid wall. You and your creatures may go through the affected wall at will. The secret passage still blocks LOS.</p> <p>Creation Spell </p> <p>Target : wall in LOS</p>	<p> </p> <p>SHADOW</p> <p>Creates an undead SHADOW at the cost of one life-point per turn, starting the turn created. It can punch, move, and carry objects, but cannot cast spells. Any damage destroys it. Movement (3) begins the turn the SHADOW is created. The Shadow cannot be altered by spells such as MIST-BODY, SHRINK, etc. Sustaining the Shadow during a "lost turn" still costs a life-point.</p> <p>Creature Spell (<i>Undead, Move:3, HP:1</i>) </p> <p>Target : square in LOS</p>

  <p>SHAKE UP</p> <p>This spell causes every moveable object or character on the board to move one square in a random direction (unless that direction is blocked).</p> <p>Spell</p> <p>Target : every moveable entity</p>	  <p>SHIFT STICK</p> <p>Teleports opponent one space from where s/he is, to whichever adjacent space you choose (even through a wall). Not useable on self. The number of charges on this magic wand equals the NUMBER card played with it before its first use. Can only use one charge per turn.</p> <p>Item (<i>Magic stick</i>)</p> <p>Target : character in LOS #</p>	   <p>SHOCK WAVE</p> <p>Does magical damage equal to the NUMBER card played, and knocks all of the carried objects out of opponent's hands and into the space behind hir (away from you). If there is no space behind opponent, the objects just fall in the square s/he is in. If all damage is blocked, opponent drops nothing.</p> <p>Spell</p> <p>Target : character in LOS #</p>	 <p>SLIDE</p> <p>Allows you to move as far as possible in a straight line, at the cost of 1 movement point. You may SLIDE any number of times during the turn that you play this card.</p> <p>Spell</p> <p>Target : self</p>
   <p>SLOW</p> <p>Reduces opponent's movement to 1 space per turn (plus s/he can't add NUMBER cards or other speed-enhancing spells), and s/he can only attack once every 2 turns, starting on hir next turn. Duration equals NUMBER card used.</p> <p>Enchantment Spell</p> <p>Target : character in LOS #</p>	  <p>SLOW SECTOR</p> <p>Anyone moving in or into the sector where this spell has been cast can only move one space per round. Duration equals NUMBER card played. A character exiting the sector may move as normal.</p> <p>Enchantment Spell</p> <p>Target : same sector #</p>	  <p>SMASH THROUGH WALL</p> <p>Allows you to smash through a wall, destroying it. You take 4 damage as a result. If you play this card along with a NUMBER card, you may retrieve this card for re-use on a later turn.</p> <p>Spell</p> <p>Target : self #</p>	 <p>SMELLY SOCK</p> <p>You must drop this object 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.</p> <p>Item (<i>Not magical</i>)</p>  <p>Target : same square</p>
<p>SPEED STONE</p> <p>While you have this item, your movement rate is increased by 1. Display when used.</p> <p>Item (<i>Magic stone</i>)</p>	<p>SPELL STONE</p> <p>DISPLAY IMMEDIATELY. While you have this item, you may draw an extra card each turn (including the turn it is drawn).</p> <p>Item (<i>Magic stone</i>)</p>	 <p>STINK STONE</p> <p>DISPLAY IMMEDIATELY. While you have this item, no other living character may choose to enter your space. If one begins hir turn on your space, s/he must immediately leave the space (if possible).</p> <p>Item (<i>Magic stone</i>)</p> <p>Target : same square</p>	  <p>STONE TO WATER</p> <p>Turns either a stone wall or a SOLID STONE block into water, which washes away any moveable object or character standing within 2 spaces back 2 spaces. If something can't move the full distance in a straight line, it is crushed for 1 point of damage for each space it can't move. (For example, if something is pushed 2 spaces, but can only move 1, it takes 1 damage.) A SOLID STONE block turned to water has a range of 4 rather than 2. Water extinguishes any fire in its path.</p> <p>Spell</p> <p>Target : wall in LOS</p>

 <p>STRENGTH</p> <p>This spell doubles all physical damage you do to others, and allows you to physically tear a treasure or other item out of the grasp of another character that is in your space.</p> <p>Doing so counts as an attack, and has a 3/4 chance of success.</p> <p>Taking an item in this manner doesn't end your turn.</p> <p>Duration = NUMBER card.</p> <p>Enchantment Spell</p> <p>Target : self  #</p>	  <p>SUB-WIZARD</p> <p>Creates a short, aggressive warlock that you control. Movement: 3, Life: 6. Sub-Wizard can cast a 3 point FIREBALL each turn, but cannot carry anything.</p> <p>Any FIREBALL damage that gets through destroys all MAGIC STONES carried by opponent.</p> <p>Creature Spell (Wizard, Move:3, HP:6) </p> <p>Target : square in LOS</p>	   <p>SUCKER</p> <p>This spell causes opponent in your LOS to suddenly discover that the treasure s/he is carrying is a fake! It suddenly disappears from hir hands.</p> <p>Place the treasure token back on the space it started on at the beginning of the game.</p> <p>If in question, you choose between the two starting spaces.</p> <p>Spell</p> <p>Target : character in LOS</p>	   <p>SUDDEN DEATH</p> <p>Does ten points of magical damage to any person or object.</p> <p>Spell</p> <p>Target : any in LOS</p>
  <p>SUPER-DODGE</p> <p>You may dodge (without moving into another space) any one physical attack (including a falling DESTROYed WALL), and have a 50% chance to avoid a LOS spell.</p> <p>This spell is cast on yourself, so may not be absorbed by another player.</p> <p>Spell</p> <p>Target : self</p>	  <p>SWAP</p> <p>Swap places with any other character during your turn. Counts as your movement for the turn.</p> <p>FULL REFLECTION, if used against SWAP, merely nullifies it.</p> <p>Can't be used if either you or target are on a Home Base.</p> <p>Spell</p> <p>Target : any character (no LOS needed)</p>	   <p>SWAP HOME BASES</p> <p>Swap your home base with any other player, so long as you both have an equal number of treasures on your home bases. You must be within LOS of the other player with whom you are swapping.</p> <p>Spell</p> <p>Target : player in LOS</p>	   <p>SWAP MEET</p> <p>This spell lets you swap any two carried objects (your choice) with another character. REFLECTION nullifies the spell. FULL REFLECTION lets the opponent decide which objects, if any, will be swapped.</p> <p>Spell</p> <p>Target : character in LOS</p>
  <p>SWAP SECTORS</p> <p>You may swap (but not rotate) any two sectors in play. REWARP and PERMAWARP counters do not move with the sectors, but remain in place, as does the AUTOWARP if used.</p> <p>Not applicable if there are only 2 sectors.</p> <p>Spell</p> <p>Target : any two sectors</p>	 <p>TELEKINESIS</p> <p>Makes a moveable, uncarried object move up to NUMBER spaces at your command, sliding across the floor as it does so.</p> <p>If the target is not in your LOS, it moves randomly (roll direction for each space moved).</p> <p>Spell</p> <p>Target : moveable uncarried object #</p>	 <p>TELEPATH</p> <p>View all cards held by one opponent, one time only.</p> <p>Spell</p> <p>Target : wizard (no LOS needed)</p>	  <p>TELEPORT SELF</p> <p>This spell lets you teleport to any square within 4 spaces, but not to a HOME BASE.</p> <p>You may take your normal movement before playing this card, but your movement ends after you play it.</p> <p>Can be used as a counteraction to a LOS attack: if you teleport out of LOS, the attack misses.</p> <p>If destination is not an empty square, you are affected normally by any contents.</p> <p>Spell</p> <p>Target : self</p>




  

TELEPORT CREATION

Teleports any creature or other creation in your LOS to any vacant space on the board (except a HOME BASE). You can target creations that can't normally be moved, such as a PIT, SAFE, etc.

Spell

Target : creation in LOS




  

TELEPORT ITEM

Teleport any non-Treasure item that is in your LOS (or carried by someone in your LOS) to another space on the board (or into your hand). Counts as an attack if targeting an object carried by someone else.

Spell

Target : item in LOS

TELEPORT OBJECT

Allows you to teleport a moveable object (but not a character) up to 4 spaces, ignoring walls and other obstacles.




It may not be teleported to a home base.

You must have LOS with the object before you teleport it, not necessarily with its destination.

Object cannot currently be carried.

Spell

Target : moveable uncarried object in LOS



  

TELEPORT OPPONENT

Teleports opponent to any square on the board, excluding squares that permit no occupant (e.g., SOLID STONE), but including otherwise occupied spaces. If REFLECTED, opponent chooses where to send you, but you may still finish your normal movement. Target cannot be teleported to a Home Base.

Spell

Target : opponent in LOS

TELEPORTATION


Target (self, uncarried moveable object or character) teleports up to 4 spaces, ignoring walls and other obstacles, but not to a home base.

If you teleport yourself during your own turn, your movement ends after teleporting.

Can be used as a counteraction to a LOS attack: if you teleport out of LOS, the attack misses.

Spell




Target : self or any in LOS



TEN

DISPLAY IMMEDIATELY. TEN (a NUMBER card) must be used by the end of the next turn after it was drawn, or discarded.

Number

THIEF



You may take one physical item from another character if you occupy the same square.

The item may not be a treasure.

If you know about a specific object, you can take that one; otherwise, opponent chooses which item to give you (if s/he has any).

Physical Action

Target : character in same square


 

THORNBUSH




Creates a thornbush that permanently fills an entire space, blocking LOS.

If a character walks into it, hir turn ends, s/he loses hir next turn, and is cut by the thorns for 1 damage.

5 damage will destroy it. A character in the bush is hidden from view, and can't see out.

Creation Spell (*Blocks LOS, Fills square, Living, HP:5*) 

Target : empty square in LOS



TICKLE

Target character drops all carried objects.

Must be in the same square as the target.

Physical Action

Target : character in same square

TILT SECTOR

Affects either the sector you are in or one in your LOS.




Choose a direction. All moveable objects and characters in the target sector move in that direction as far as they can, or until they exit the sector.

They are affected by any hazards they encounter along the way (like PIT, KILLER OOZE, SLIME, FIRE IMP, Bushes, etc.).

Flying and floating creatures and objects are unaffected.

Spell

Target : sector in LOS

TINY SWAP

Lets you swap any two UNCARRIED objects, individuals, creations, or any combination of the same, as long as both are in your LOS.

In the case of swapping a person for a created wall, the person could end up in either square adjacent to where the wall was, and vice-versa.



Both targets, once swapped, must still be in your LOS afterwards.

An object on a Home Base cannot be swapped.

You cannot target yourself.

Spell

Target : two uncarried objects or characters in LOS

TREASURE EYE

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), and don't affect you.

Modifier Spell


Target : one of your spells

TREE ENT

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 object out of an opponent's hands. (Attempt succeeds on a roll of 1 or 2 on the D4.)

Creature Spell (*Move:2, HP:8*) 

Target : square in LOS

TRICK WALL

One wall in LOS spins around 180 degrees, swapping the contents of the spaces on either side of it, including normally fixed objects.

Spell

Target : wall in LOS

TRIP STICK

Can be used to trip someone in your space, causing hir to lose 2 movement points during hir next turn, and on a roll of 1 or 2 (on D4), s/he drops any treasure carried.

Charges = NUMBER card; usable once per turn.

Item (*Magic stick*)

Target : character in same square

#

TWINKLE

Makes you shimmer and sparkle so brightly that anyone within LOS is blinded (as in BLIND) as long as they are in your LOS.

Duration equals NUMBER card played.

Enchantment Spell

Target : self

#

UGLY

You momentarily become so ugly that all characters who can see you must retreat as far away as necessary to avoid LOS, along the shortest path available.

This happens during YOUR turn. Passage through firewalls and bushes blocks LOS.

For multiple corridor choices, opponent rolls D4 for random direction.

Affects SHRUNK and INVISIBLE opponents.

Spell

Target : self

VAMPIRE FORM

Allows you to change yourself into a bat.


Base movement increases to 7, you can bite for 2 damage, and your chances of being hit by an attack are 1 in 4.

When you bite a living character, you gain the life points that you drain.

You may not carry treasures or cast spells, but you can carry and use other objects. You can fly over obstacles that don't reach the ceiling.

The turn you change back, base movement returns to normal.

Duration = NUMBER card, and you may end the spell before the full duration.

Enchantment Spell (*Flying, Move:7*) 

Target : self

#


VENDING MACHINE

Creates a permanent, immovable vending machine.

For any player, dispenses a number of cards (drawn from the deck) equal to the NUMBER card played.

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).

Each use requires a new NUMBER card; no effect without one.

Creation Spell (*Immobile*) 

Target : empty square in LOS

VISIONSTONE

While you have this stone, you can see and cast LOS spells through any one wall (any type) or door.

Only functions when you want it to, but REFLECTED SPELLS STILL AFFECT YOU.

Does not work with UGLY, as opponent cannot see you.

A corner counts as one wall.

Display when used.

Item (*Magic stone*)


Target : self

GRAVITY VORTEX

Creates an intense gravity vortex lasting NUMBER turns.

All moveable objects and characters in its sector move towards it one space per turn (at the end of the caster's turns), along the shortest path as one would walk.

To leave the space with the vortex requires 4 movement points (used all at once).

Creation Spell (*Fills square, Immobile, Reaches ceiling*) 


Target : empty square in LOS

#

WALL OF FIRE

Creates a barrier of fire across a corridor. Duration = NUMBER card. Blocks LOS.

Passing through it causes four points of magical fire damage. Duration is reduced by 1 for each point of Water used against it (e.g., WATERBOLT). Destroyed by WATERWALL.

Creation Spell (*Blocks LOS, Gaseous, Reaches ceiling*) 

Target : corridor in LOS

#


WALL OF GLASS

Creates a wall of glass. It blocks movement but not LOS.

A single attack doing 6 points of damage or multiple attacks doing 10 points of damage will shatter it.

The glass wall can be created in an empty corridor, or can replace an existing wall or door.

Spells may be directed at the wall or through it.

Creation Spell (*Reaches ceiling, HP:10**) 

Target : wall, door or corridor in LOS

WARD

When someone picks up one of your treasures, you may play this card, signifying that s/he has set off a trap.

S/he takes 3 points of magical damage, and on a roll of a 1 or 2 (on the D4), s/he drops the treasure.

Counteractions against WARD have no effect against you, but otherwise work as written.

Spell

Target : character taking your treasure

 <p>WARP STICK</p> <p>This wand makes one section of wall (or door) disappear during your turn, reappearing at the end of your turn.</p> <p>The magic wand has a number of charges equal to the NUMBER card played with it before it is first used. Discard it after all the charges are used up. Only one charge may be used each turn.</p> <p>Item (<i>Magic stick, Casts spell</i>)</p> <p>Target : wall or door in LOS #</p>	 <p>WATERBOLT</p> <p>Blasts target with water. Power equals NUMBER card played; for each point, you may either cause one point of physical damage OR move the target one space away from you (if target is moveable). Can be used against any kind of target in LOS, including a character, treasure, wall, creation, etc.</p> <p>Targets cannot be washed around corners, but if hit at an angle they can be washed in the direction most nearly backwards.</p> <p>Extinguishes fires.</p> <p>Spell</p> <p>Target : any in LOS #</p>	 <p>WATERBOLT</p> <p>Blasts target with water. Power equals NUMBER card played; for each point, you may either cause one point of physical damage OR move the target one space away from you (if target is moveable). Can be used against any kind of target in LOS, including a character, treasure, wall, creation, etc.</p> <p>Targets cannot be washed around corners, but if hit at an angle they can be washed in the direction most nearly backwards.</p> <p>Extinguishes fires.</p> <p>Spell</p> <p>Target : any in LOS #</p>	 <p>WATERWALL</p> <p>Creates a wall of water that instantly collapses, washing away any moveable object or character within two spaces back two spaces.</p> <p>If something can't go straight back two spaces, it takes one point of crushing damage per space it cannot move. Can't be cast up against another wall, only between two spaces.</p> <p>Flying or floating objects and characters are not washed away. Extinguishes any fire in its path. Has no effect on solid walls.</p> <p>Spell</p> <p>Target : corridor in LOS</p>
 <p>WEAKNESS</p> <p>Opponent drops any treasure carried, and takes 2 times normal damage when hurt. Duration of this spell equals NUMBER card played. Opponent cannot carry treasure while WEAK.</p> <p>WEAKNESS and STRENGTH cancel each other.</p> <p>Enchantment Spell</p> <p>Target : opponent in LOS #</p>	 <p>WEREWOLF</p> <p>This spell lets you turn yourself into a large, hairy werewolf.</p> <p>Your normal movement increases to 4, and you do 1 to 4 points of physical damage with a punch (roll the die). However, you may not cast spells except for counteractions. You may still carry and use items, and use NUMBER cards for movement. You may remain a Werewolf as long as you wish, but changing back stops spell.</p> <p>Enchantment Spell</p>  <p>Target : self</p>	 <p>WHIP</p> <p>This object can strike anything in LOM that is 3 spaces away or less.</p> <p>Roll a D4 each time you use it: On a 1-2, opponent takes 1 damage and drops one carried object of your choice (only among those you know about). On a 3, opponent takes 2 damage but drops nothing. On a 4, you accidentally hit yourself, taking 1 damage, dropping the whip, and ending your turn.</p> <p>Item (<i>Not magical</i>)</p>  <p>Target : any within 3 squares in LOM</p>	<p>WIZARD'S HAT</p> <p>Any creature may carry this Item, even if ordinarily not able to do so.</p> <p>Any creature carrying this HAT may cast spells from its controller's hand. You can throw this item to a character in your LOM.</p> <p>Item (<i>Magical</i>)</p>
 <p>WIZARDBLADE</p> <p>Each time you play a NUMBER card on the Wizardblade, you can attack once for that much magical damage.</p> <p>Does NO damage without a NUMBER card.</p> <p>Must be on same square as opponent to attack. If target fills an entire square, you must be in an adjacent square to use.</p> <p>Wizardblade damage is considered a SPELL.</p> <p>Item (<i>Magical</i>)</p>  <p>Target : any in same square #</p>	 <p>WRAITH</p> <p>Creates a sinister, undead wraith that you control. Movement: 3, Life: 4. Wraith can move through one wall or other obstacle per turn at will.</p> <p>Can attack by touching a target for 2 points of magical damage.</p> <p>If it touches a wizard, the wizard also loses a random card.</p> <p>REFLECTIONS used on the wraith's touch will damage the wraith.</p> <p>Creature Spell (<i>Undead, Move:3, HP:4</i>)</p>  <p>Target : square in LOS</p>	 <p>X-RAY VISION</p> <p>Allows LOS through any two walls (or other obstacles) to cast any one spell. REFLECTED spells that would have to pass through something have no effect on you.</p> <p>Will not see through Solid Stone blocks. Allows safe passage through Dust Clouds.</p> <p>Modifier Spell</p> <p>Target : self</p>	 <p>ZIP-SQUEAL</p> <p>This spell allows you to move directly to any space within your LOM, avoiding pits, ooze and other floor hazards.</p> <p>It may be used at any time during your normal movement, but does not permit teleportation.</p> <p>Spell</p> <p>Target : self</p>

