COUNTERACTION

ABSORB

Reduces any point damage done to you by three points. Has no effect on duration-based spells.

COUNTERACTION

ABSORB

Reduces any point damage done to you by three points. Has no effect on duration-based spells.

COUNTERACTION

ABSORB SPELL

You can nullify and take into your hand any one spell used directly against you. Does not include number cards. Will work on other counteractions. REFLECTION, FULL REFLECTION, and FULL SHIELD have no effect on this card.

NEUTRAL

ADD

Allows you to add two number cards together for any one action.

NEUTRAL

ADRENALIN

Allows you to attack twice per turn. Duration equals number card played.

NEUTRAL

ALTER EGO

LOS

Create a double of yourself, which stays in the square in which it is cast. It may use any of the spells in your hand, and you need not be in its LOS to do so. Permanent until destroyed. Any damage at all done to it destroys it.

NEUTRAL

ALTER WALL

LOS

This spell allows you to change any existing wall into a different type. For example, a normal wall could be changed into a Wall of Glass, or a Wall of Fog into a One-Way Wall. The new form of the wall is permanent until destroyed.

NEUTRAL

AMPLIFY

Doubles the damage or duration of a single point-based or duration-based attack. Two AMPLIFY spells quadruple spell power when used together. Can also be combined with other damage-modifying or duration-modifying spells.

NEUTRAL

AMPLIFY

Doubles the damage or duration of a single point-based or duration-based attack. Two AMPLIFY spells quadruple spell power when used together. Can also be combined with other damage-modifying or duration-modifying spells.

COUNTERACTION

ANTI-ANTI

Nullifies any one spell that counteracts an attack spell directly. Does not work against escape, such as SHRINK, TELEPORT, or INVISIBLE. Will work against SHIELDSTONE.

COUNTERACTION

ANTI-ANTI

Nullifies any one spell that counteracts an attack spell directly. Does not work against escape, such as SHRINK, TELEPORT, or INVISIBLE. Will work against SHIELDSTONE.

NEUTRAL

AROUND THE CORNER

Allows you to cast any one LOS spell around one corner (up to 180 degrees).

NEUTRAL

BIG MAN

You are so large that you fill the corridor. Monsters and other players cannot move past you, punch you, or enter your square. You can push monsters or other players (in an adjacent square) down the corridor ahead of you as you move (but not objects). Using two movement points, you can step over a PIT, TACKS, or KILLER OOZE. Duration eqals number card played. SHRINK will nullify.

ATTACK LOS

BLASTER WAND

A magic wand that does 3 points of magical damage per charge. Number of charges is determined before use by number card played. Discard after charges are used up. Only one charge can be used per turn.

ATTACK LOS

BLIND

Blinds opponent, who must roll direction on D4 if attempting to move, throw objects, engage in combat, or cast spells, except for spells he casts on himself (e.g. BLUNT). Misdirected spells go intended distance. If movement is attempted, bumping into a wall counts as one space of movement. Reroll for each movement point. Duration equals number card.

OBJECT

BLOODSTONE

POWER: Lowers all damage done to you by one point per attack. The Bloodstone will completely nullify Slow Death or Walking Dead, even if the stone is later dropped. Points lost voluntarily are not affected by the Bloodstone. If Stone Cursed, the Bloodstone increases all damage done to you by one point. This card is permanent. Display when used.

COUNTERACTION

BLUNT

Reduces any damage done to you by 50%, rounding fractions up. Also works against duration or duration-based spells.

COUNTERACTION

BLUNT

Reduces any damage done to you by 50%, rounding fractions up. Also works against duration ofr duration-based spells.

T R A P

BOMB

Kaboom! You just set off a bomb! You and everyone within four walking squares takes three points of physical damage. Display immediately and redraw. Does not apply on the first turn.

N E U T R A L

BOOBYTRAP

Take three blank tokens and the Boobytrap token, placing each of them face down anywhere on the board. If a player moves over the one boobytrapped token, he takes 4 points of physical damage. Boobytrap is permanent until triggered. You, the caster, may move across the boobytrapped token without harm. Spell can be cast while BLINDed.

O B J E C T

BRAINSTONE

POWER: Magically increases you intelligence, allowing you to hold nine cards (including this one) in your hand. If later Stone Cursed, you can hold only six cards (including this one). Draw two more cards immediately; you can still only draw two per turn, however. This card is permanent, display when used.

N E U T R A L

BUDDY

L O S

Opponent can not attack you unless you attack first. This is permanent until you attack.

A T T A C K

BUTT-HEAD

Allows you to turn into a goat for this one turn, and ram into another player. Physical damage is equal to the distance moved from the space in which you cast the spell to the space your opponent is in. No extra movement points are gained from this spell.

A T T A C K

CARD ERASURE

L O S

Opponent loses a card of you choice from his hand. You must specify the card to be erased when the spell is cast. If he does not have that card, the spell fails (counting as your attack for this turn). The lost card is placed in the discard pile.

A T T A C K

CEASE-FIRE

No player or monster may attack another player or monster for one turn. Absorb Spell may be used by any player to counteract. Full shield will allow a shielded player to attack.

A T T A C K

CHAOS

Each player counts his cards, which are randomly redistributed, each player receiving the same number that they started with. Absorb Spell may be used to counteract. Full Shield will exempt the casting player from this spell. No other counteractions affect this spell.

N E U T R A L

CONCEAL OBJECT

L O S

Used when any object is created, such as a Thornbush, Slime, or Pit. Only the caster knows exactly what he has created. May be played with any dropped or created object. Concealed objects do not block LOS, even if the object being concealed would normally do so. The object is revealed when the square is entered.

ATTACK

CONTROL MONSTER

LOS

Allows you to take control of another player's created monster. Must be in LOS with the monster. Can be used to gain sole control of a DEMOCRATIC MONSTER.

NEUTRAL

CREATE DOOR

LOS

Creates a permanent, locked door in any stone wall or corridor. If cast on an illusionary wall, it is under the illusion, which must be seen through in order to use the door.

ATTACK

CREATE GHOUL

LOS

Creates a ghoul, controlled by the caster which moves 3 spaces per turn and starts with 4 life-points. It may do 2 points of damage with its claws, and if it hits a living opponent, it increases its life-points by 1. Its total may go above 4.

ATTACK/NEUTRAL

CREATE ILLUSION

Creates an illusion of any object or monster. Everyone who views it has a 50% chance to disbelieve it. If one player sees through the illusion, it disappears.

NEUTRAL

CREATE PIT

LOS

Forms a pit filling an entire square. Anyone entering the square ends his turn and takes 2 points of damage. Climbing out takes the player's entire movement, and has a 50% chance of sucess. If empty, the pit may be filled with a solid block of stone or ice. Players in the pit may only attack, and may only be attacked by, players in adjacent squares.

ATTACK

CREATE SKELETON

LOS

Creates a skeleton under the control of the caster. The skeleton can move three squares per turn, and can punch for two points of damage. Four points of physical damage will destroy it; otherwise it is permanent.

ATTACK

CREATE TROLL

LOS

Creates a troll with six life points controlled by its creator. It can move 3 spaces per turn, and can punch for D4 pts of damage. The troll regenerates one life point at the end of its creator's turn, up to its original six life points.

NEUTRAL

CREATE WALL

LOS

Creates a section of permanent stone wall, one square long.

NEUTRAL

CREATE WALL

LOS

Creates a section of permanent stone wall,one square long.

NEUTRAL | LOS

CREATE WRAITH

This spell creates a wraith that can move 3 spaces and through 1 wall or object per turn. If it enters the same square as a player, it touches him and he takes 2 points of damage and loses a random card. Wraith is killed by 4 points of damage. It is permanent and controlled by caster. REFLECTIONs used on the wraith's touch will damage the wraith.

NEUTRAL/COUNTERACTION

DECOY

Produce a double of yourself. Any attack thrown at you has a 50% chance of striking your double. The double costs one life-point per turn to maintain if cast as a neutral spell.

NEUTRAL

DEJA-VU

Allows you to go through the discard pile and retrieve any one card (except a magic WAND).

ATTACK | LOS

DEMOCRATIC MONSTER

A horribly ugly monster that all players get to move (3 spaces per each player's turn). It does 2 points of clawing damage per turn if it enters a player's square. 5 points damage destroys it. It may attack only one player per round of turns. Its movement begins the turn it is created.

NEUTRAL | LOS

DESTROY WALL

Completely crumbles one section of wall. Anyone in either square next to the wall takes four points of physical damage (not considered an attack).

NEUTRAL | LOS

DESTROY WALL

Completely crumbles one section of wall. Anyone in either square next to the wall takes four points of physical damage (not considered an attack). Will also destroy wall sections with doors.

NEUTRAL | LOS

DESTROY WALL

Completely crumbles one section of wall. Anyone in either square next to the wall takes four points of physical damage (not considered an attack). Will also destroy wall sections with doors.

NEUTRAL

DIMENSIONAL WARP

Take two Dimensional Warp tokens and place them anywhere on the board (except home bases). 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 DIMENSIONAL WARP, but you can put down an object there, or walk around it in the same space. There is no LOS through the warp.

NEUTRAL

DISEASE

You're the carrier; the disease caused by this spell does not effect you, only others. If you enter a square with another player (or players), each takes 3 pts of physical damage. You can only infect a particular player once per turn. REFLECTIONs have no effect against this. Amplify will only double the duration of the spell. Duration equals number card played.

NEUTRAL LOS

DISPEL CREATION

This spell un-creates any created object or creature. A destroyed wall can not be un-destroyed by this spell. Anything resting inside a pit rises to ground level.

NEUTRAL LOS

DISPEL CREATION

This spell un-creates any created object or creature. A destroyed wall can not be un-destroyed by this spell. Anything resting inside a pit rises to ground level.

COUNTERACTION

DODGE

Allows you to dodge any physical attack, and gives you a 50% chance to avoid a LOS spell attack. This is NOT a spell.

NEUTRAL

DOUBLE BARREL

Thrown with an attack. Opponent takes damage as if hit by two half-strength attacks, rounded up. The two attacks must be counteracted separately.

NEUTRAL LOS

DRAG

Drags any moveable object within LOS towards you until it runs into a solid object (such as a wall) or arrives in your square. Fixed objects, items held by another player, or a player with LOCK IN PLACE cast on him are not affected by this spell.

ATTACK LOS

DROP OBJECT

Causes your opponent to drop any one object you specify.

ATTACK LOS

DROP OBJECT

Causes your opponent to drop any one objectyou specify.

NEUTRAL LOS

DUST CLOUD

A magical cloud of dust that completely obscures a single space. If a player enters it, he must roll randomly for direction when attempting to move or cast spells out of it. Any fire or water spell will disrupt it for one turn, after which the cloud reforms completely. The cloud blocks LOS, and is otherwise permanent until dispelled.

NEUTRAL/COUNTERACTION

EMPATHY

Any attack done in any form against you has full effect against both you and the caster. Duration equals number card played if used as a neutral card.

N E U T R A L

EXTEND

Doubles the duration of any duration-based spell. Extend can be used in conjunction with Amplify or any other duration-affecting spell. Must be used when spell is cast.

N E U T R A L

FEAR

When you cast this spell on yourself, no player or monster will move to within 5 walking spaces of you. Players or monsters must move away from you on their turn if within range if they can (unless normally immobile or if at a dead end), even if the only option is to use a card or run into a dangerous obstacle to escape. Duration equals number card played.

N E U T R A L

SQUARE OF ICE

L O S

Fills an entire square with ice, which blocks movement and LOS for a duration equal to the number card played. Another player may be encased in the ice, losing his turn until the ice disappears; the duration is dropped by one if the spell is used for this purpose. Firespells destroy it; a player may cast any firespell as a counteraction to avoid being trapped in the ice.

N E U T R A L

SQUARE OF ICE

L O S

Fills an entire square with ice, which blocks movement and LOS for a duration equal to the number card played. Another player may be encased in the ice, losing his turn until the ice disappears; the duration is dropped by one if the spell is used for this purpose. Firespells destroy it; a player may cast any firespell as a counteraction to avoid being trapped in the ice.

N E U T R A L

SQUARE OF SLIME

L O S

Fills an entire square with a cube of lime-flavored Jello. Anyone entering the slime ends his turn upon entry. Spells may be cast into the slime, which discharge on the next player to enter the cube or any player currently in the slime. A WATERWALL or 5-point WATERBOLT will wash the slime away. There is no LOS through it.

N E U T R A L

SQUARE OF STONE

L O S

Fills an entire square with impentrable stone. Can only be formed in empty squares. This is not a wall, so no wall-affecting spells will alter it in any way.

N E U T R A L

SQUARE OF STONE

L O S

Fills an entire square with impentrable stone. Can only be formed in empty squares. This is not a wall, so no wall-affecting spells will alter it in any way.

A T T A C K

FIRE IMP

L O S

Creates a floating, stationary imp who shoots anyone coming within its LOS, including its creator, with a burst of flame, doing two points of magical damage. The imp can attack once on anyone’s turn, shooting the first or closest person or monster in its LOS, but it will not shoot its creator on the turn it is created. Any water or ice spell destroys it.

N E U T R A L

FIRE TRAP

L O S

Sets a magical trap on a square. The next person to enter the square takes damage as if hit by a Fireball, including loss of any stones or scrolls. It disappears after discharging.

ATTACK LOS

FIREBALL

Your opponent is engulfed in a ball of flame, causing five points of magical damage and destroying any scrolls or stones he is carrying if even 1 point of damage is taken.

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Your opponent is engulfed in a ball of flame, causing five points of magical damage and destroying any scrolls or stones he is carrying if even 1 point of damage is taken.

COUNTERACTION LOS

FORCE FIELD

Creates a force field immediately adjacent to you on one side only, preventing an opponent from entering the space you occupy or casting spells on or past you. Lasts only until the end of the opponent's turn.

COUNTERACTION

FULL REFLECTION

Reflects an attack spell back at the caster, subjecting him to the full effects of the spell.

COUNTERACTION

FULL SHIELD

Completely nullifies any attack spell. Has no effect on physical attacks or physical damage. Will stop WIZARDBLADE for only one attack.

COUNTERACTION

FULL SHIELD

Completely nullifies any attack spell. Has no effect on physical attacks or physical damage. Will stop WIZARDBLADE for only one attack.

TRAP

GAS TRAP

A puff of sleeping gas hits you square in the face. You lose your next turn, dreaming of fields of endless poppies. Display immediately and redraw.

TRAP

GIFT FROM BELOW

Sorry, bud. Take three points magical damage, now. Display this card immediately and redraw. Does not apply on the first turn.

N E U T R A L

GIFT FROM ABOVE

Gain three life points; you can go higher than fifteen.

N E U T R A L

GLUE

L O S

Glues any normally moveable object resting on the floor in place for a duration equal to twice the number card played. It is treated as a fixed object for all purposes for the duration. Spell does not work on players or monsters.

A T T A C K

GO AWAY

L O S

Opponent must move away a number of spaces equal to number card played, in as straight a line as possible, and lose his next turn. Roll for random direction, if necessary. Opponent also loses turn.

O B J E C T

HANDFUL OF TACKS

L O S

Throws a handful of tacks on the ground, covering one square. Anyone entering the square takes three points of physical damage. A player in either the affected or an adjacent square can pick up the tacks for later use. Sweeping up the tacks takes one full turn with no movement. Waterwall washes them away. Not a spwll.

O B J E C T

HEALTHSTONE

POWER: Any turn in which you do not move, you recover two life-points. If Stone Cursed, you lose two-life points any turn that you do not move. This card is permanent; display when used.

A T T A C K

HEAVE HO

L O S

This spell lets you throw a carried treasure at someone or something (including an empty space). Physical damage equals the number of spaces thrown. The spell is actually cast on yourself, so REFLECTION won't work against it and AROUND THE CORNER won't work with it. The attack itself is physical and not magical.

A T T A C K

HOTFOOT

L O S

Opponent takes one point of damage for every square less than four he moves. Duration equals number card played.

A T T A C K

IDIOT

L O S

Opponent heads straight for the nearest of his own treasures, during his own turns. He can do nothing else but cast COUNTERACTION spells. This lasts until opponent is on his own treasure, saying, "What am I doing here?" Only then may he move normally. In case of REFLECTION, both players are affected. This spell ends if both opponent's treasures are being carried.

A T T A C K

ILLUSIONARY ATTACK

Cast an illusionary attack spell of your choice. Your opponent has a 50% chance of beleiving the spell to be real. If the attack spell requires a number card, one must be provided. If the attack normally requires LOS, so does the illusion. Only players and monsters are affected, not objects.

NEUTRAL LOS

ILLUSION WALL

Creates a permanent illusionary wall, the same size as a normal wall. Anyone who comes into LOS with the wall has a 50% chance to disbelieve it; othewise, it is totally real for the rest of the game as far as he is concerned. If disbelieved, the wall may be completely ignored. The caster need not roll to see through the illusion.

NEUTRAL

INTERRUPT

Using this spell you may stop the game and cast any one spell. If any spell is in progress, the interrupting spell acts first. This has priority over OPPORTUNITY FIRE.

COUNTERACTION

INVISIBLE

Turns you totally invisible; your opponent has only a 25% chance to hit you with any attack. Duration equals number card played.

NEUTRAL SAME SQUARE

JAM LOCK

Permanently locks a door so that no one can open it. Not a spell.

NEUTRAL

JUMP

You can jump a number of squares up to a number card played over obstacles that do not block the square (pits, tacks, etc.). Jumps must be in a straight line. Can be played in addition to any movement.

NEUTRAL LOS

KILLER OOZE

Covers the surface of any one square of the floor with acidic ooze. Any player or monster entering the square takes 1 point of damage, and on a roll of 1 or 2 falls down, drops treasure, takes 2 more points damage, and is unable to move for the rest of the turn. Any following turns that he tries to stand and leave must be rolled again as stated. Only 5 points of fire damage will destrot the ooze.

TRAP

KLUTZ

Butterfingers! You immediately drop ALL carried objects! Display this card immediately, then redraw.

ATTACK LOS

LARGE ROCK

A large, throwable chunk of stone, which does two points of physical damage to whatever it hits. It falls to the ground after hitting someone or something, and may be picked up and reused. Not a spell.

NEUTRAL

LIFESAVER

You are now immune to the effects of losing both of your treasures to other player's home bases. This effect is permanent. Discard this card next turn. Not applicable in a 2-player game.

ATTACK — **LIGHTNING BLAST** — LOS

Sends a bolt of lightning at your opponent, doing magical damage equal to number card played. If any of the damage gets through, your opponent is also stunned, and loses a turn.

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ATTACK — **LIGHTNING BLAST** — LOS

Sends a bolt of lightning at your opponent, doing magical damage equal to number card played. If any of the damage gets through, your opponent is also stunned, and loses a turn.

ATTACK — **LOCK IN PLACE** — LOS

Opponent is magically locked in his current location. He may still cast spells, but he cannot move or be moved in any way (including Teleportation) for a duration equal to number card played.

NEUTRAL — **MAD DASH**

Double your movement, including number cards, for one turn. You may not Mad Dash while carrying a treasure.

MAD WIZARD

Wildcard! Duplicate the effects of any other card!

NEUTRAL/COUNTERACTION — **MAGIC ARMOR**

You are encased in a suit of magical armor which absorbs two points of damage from any attack. If played as a neutral card, duration equals number card played.

OBJECT — **MASTER KEY**

A skeleton key that unlocks any adjacent door (but the door relocks behind you). You may hold the door open as long as you are adjacent to it. Does not work on a JAMmed LOCK. This card is permanent; display when used.

ATTACK — **MEDUSA** — LOS

Turns you opponent into a solid stone statue, causing him to lose his turn for a duration equal to the number card played. While a statue, he cannot be attacked in any way, and is immune to all damage.

NEUTRAL

MEGA-MONSTER

LOS

Doubles the existing life points OR movement rate of any one monster. This will work on an already existing monster or as you create one. Does NOT work on players.

ATTACK

MENTAL FORCE

Opponent moves three spaces wherever you want him to. REFLECTION allows both players to move one another two spaces.

ATTACK

MENTAL SWAP

LOS

Trade hands with another player. Reflection has no effect on this spell; Full Reflection merely nullifies it.

ATTACK

MIND BLAST

Does three points of magical damage to an opponent.

NEUTRAL

MIST BODY

Turns your body to mist, allowing you to pass through anything short of solid stone You also float above ground, so pits may be ignored. You can not attack or be attacked, though a Wall of Fire still affects you, and you can not pass through a Wall of Fog. Objects turn to mist when carried, and can be dropped or picked up normally. Duration equals number card played.

ATTACK

NO SPELL

LOS

Opponent cannot use any magical spell, except for number cards or a stone's power. Duration equals number card played.

NEUTRAL

ONE-WAY WALL

LOS

Turn a normal wall into a one-way wall, allowing passage through in one direction only. The direction must be specified when the spell is cast. LOS is possible through the wall in that one direction.

NEUTRAL

PASS THROUGH WALL

Allows passage through any one wall once.

NEUTRAL

PASS THROUGH WALL

Allows passage through any one wall once.

NEUTRAL

LOS

PERMAWARP

Forms a magic portal between two squares, which opens on the caster's next turn. The warps do not block LOS or normal movement. Movement between warps counts as 1 space. You can not create an object on a warp, but you can drop one. The squares with the warps have LOS with each other. A warp is permanent unless the sector(s) containing the permawarps are Relocated, Rotated, or Swapped.

NEUTRAL

SAME SQUARE

PICK LOCK

Unlocks any door (but the door relocks behind you). You may hold the door open as long as you are adjacent to it. Not a spell.

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PICK LOCK

Unlocks any door (but the door relocks behind you). You may hold the door open as long as you are adjacent to it. Not a spell.

NEUTRAL

POWER attack

This spell allows you to use some ot your life-points to add to any number card played with an attack for either duration or damage. The life points are lost whether or not the attack actually succeeds.

ATTACK

LOS

POWER DRAIN

Drains the life points of an opponent and adds them to your total. You can go above fifteen. Damage equals number card played.

NEUTRAL

POWER RUN

Lets you use your life points to add to your movement; spending one life point allows you to move one additional square. This can be used in addition to any number card.

OBJECT

POWERSTONE

POWER: Add one to any number card played. This card is permanent; display immediately.

ATTACK LOS

POWERTHRUST

Opponent is struck with a blast of telekinetic force causing him two points of magical damage plus any number card played.

ATTACK LOS

POWERTHRUST

Opponent is struck with a blast of telekinetic force causing him two points of magical damage plus any number card played.

NEUTRAL LOS

PUSH OBJECT

The opposite of Drag, this spell causes a moveable object resting on the floor to move away from the caster until it strikes a wall, player, or monster. If it strikes another player or monster, it does 2 points of physical damage. If pushed through a circular set of warps, it will come to rest in the square it started in.

COUNTERACTION

REFLECTION

Any point- or duration-based attack is partially reflected back at the caster. The spell affects both parties for 50% damage or duration (round fractions up).

COUNTERACTION

REFLECTION

Any point- or duration-based attack is partially reflected back at the caster. The spell affects both parties for 50% damage or duration (round fractions up).

NEUTRAL

RELOCATE SECTOR

Allows you to pick up any one sector and put it down somewhere else, without changing its orientation, as long as all sectors are adjacent to at least one other sector when you are done.

COUNTERACTION/ATTACK LOS

REMOVE CURSE

Removes effects of duration or extended type spells, even after they have taken effect, including spells which normally prevent you from casting other spells. Will also nullify any beneficial spell cast by another player.

COUNTERACTION/ATTACK

REMOVE CURSE

LOS

Removes effects of duration or extended type spells, even after they have taken effect, including spells which normally prevent you from casting other spells. Will also nullify any beneficial spell cast by another player.

NEUTRAL

REMOVE LOCK

SAME SQUARE

Permanently removes the lock from any one door. The door can be left open if it is passed through; otherwise, it is considered closed (and blocking LOS).

NEUTRAL

REUSE SPELL

Played immediately after casting a spell, Reuse Spell allows you take the spell back into your hand. Only one card can be reused; either the spell, number card, or any modifiers.

COUNTERACTION

REVERSE

Reverses the effect of a point-based or extended attack, so that instead of losing points, you gain them! Any additional side effects of a spell (such as the loss of stones from Fireball) still affect you. Has no effect on duration-based spells.

NEUTRAL

REWARP

Swap any two external sector exits, including exits leading into an auto-warp. The exits opposite these two now warp to each other as well. The new warps are permanent unless the sectors involved are Relocated, Rotated,or Swapped.

NEUTRAL

RICOCHET

Allows you to bounce an attack around two 90 degree corners.

NEUTRAL

RING

Convert any stone into a ring; it is still carried with you, but no longer counts against the cards in your hand. It still can be affected by Fireball and Stone Dead.

NEUTRAL

ROSEBUSH

LOS

Creates a sweet-smelling, but thorny rosebush that fills an entire square; anyone passing through it takes three points of physical damage. The rosebush blocks LOS, but can be destroyed by five points of damage.

NEUTRAL

ROTATE SECTOR

Allows you to rotate one sector 90 degrees.

NEUTRAL

LOS

SAFE

Lock any moveable object in a safe too heavy to be carried. Any anti-lock card will open the safe, or it can be smashed open by 15 points of damage. An object taken from a safe is now resting on the floor, and must be picked up normally. A treasure in a safe on a home base is not resting on the home base itself. The creator of the safe can open and shut the safe at will.

NEUTRAL

SCROLL

Transcribe any spell onto magical parchment; it is still carried with you, but no longer counts against the cards in your hand. It may be cast as a normal spell, and may be dropped like any other object. A scroll is incinerated by any successful fire attack, and rendered a useless pulp by any successful water attack. Scrolls disappear when cast.

NEUTRAL

SCROLL

Transcribe any spell onto magical parchment; it is still carried with you, but no longer counts against the cards in your hand. It may be cast as a normal spell, and may be dropped like any other object. A scroll is incinerated by any successful fire attack, and rendered a useless pulp by any successful water attack. Scrolls disappear when cast.

NEUTRAL

SAME SQUARE

SHADOW

Create an image of yourself, at the cost of one life-point per turn. This image moves with you, and can carry physical objects, but cannot cast spells. Any damage will destroy it.

OBJECT

SHADOWSTONE

POWER: Any physical damage you do to another player or monster adds a like number to your life points. If later Stone Cursed, you take a magical point of damage for every physical point of damage to a player or monster. This card is permanent; display immediately.

OBJECT

SHIELDSTONE

POWER: Allows you to play a number card as a counteraction against point- or duration-based spells, reducting the effect by the value of number card. The stone has no effect if no number card is played. If later Stone Cursed, add one to the effect of any attack using a number card against you. This card is permanent; display immediately.

ATTACK

SHIFT

Moves opponent one space from his current location anywhere you choose, even through a wall. Not usable on self.

NEUTRAL/COUNTERACTION

SHRINK

Causes you to shrink to half normal size. Any attack directed at your has only a 50% chance to hit you; however, your base movement rate is reduced to two if played as a neutral card. Duration equals number card played.

ATTACK

LOS

SLOW

Reduces opponent's movement to one square per turn; no number cards or other movement enhancing spells will increase his speed. Additionally, he can only attack once every two turns. Duration equals number card played.

ATTACK

SLOW DEATH

LOS

Opponent takes one point of magical damage every time he draws a new card. This affect is permanent until dispelled. Absorb and Blunt will only counteract one damage loss, neither will nullify the spell.

OBJECT

SOULSTONE

POWER: Your soul is protected by this gem; your last three life points can only be taken by physical, non-magical damage. Life points lost voluntarily on spells such as Power Run or Alter Ego are not affected by this stone. If Stone Cursed, you immediately lose three life points. This card is permanent; display immediately.

NEUTRAL

SPEED

Played at the end of your turn, Speed allows you to take another full turn, including movement and attacks. Speed can be played after picking up an object (or after any turn-ending action), but must be played before any new cards are drawn. You can not draw cards before an extra turn.

NEUTRAL

SPEED

Played at the end of your turn, Speed allows you to take another full turn, including movement and attacks. Speed can be played after picking up an object (or after any turn-ending action), but must be played before any new cards are drawn. You can not draw cards before an extra turn.

OBJECT

SPEEDSTONE

POWER: Your base movement rate is increased by one. If later Stone Cursed, your base movement rate is reduced by one. This card is permanent; display immediately.

ATTACK/NEUTRAL/CNTRACTION

STICKY

LOS

Opponent's hands become magically sticky; he may not drop any object. Sticky may also be used on yourself as a neutral card, or to counteract any spell, trap, or attack which drops, trades, or steals an object. If played as an attack or neutral card, duration equals number card played. If played to counteract Weakness, you can not move with a treasure, but you do not drop it.

TRAP

STONE CURSE

Reverses the effect of one of your stones. If you have no stones, this card has no effect. If you have more than one stone, roll randomly to see which one is affected. See the affected stone for the results of the curse. Cursed stones cannot be dropped, but Fireball will still destroy it, and Remove Curse will return the stone to normal. Display immediately and redraw.

ATTACK

STONE DEAD

LOS

Does magical damage equal to the number card played times the number of stones the opponent carries.

NEUTRAL

STONE TO WATER

LOS

Turns either a wall or a solid stone block into water. A wall turns into a Waterwall with a range and damage of 2; a stone block turns into a Waterwall with a range and damage of 4, both with effects of a normal Waterwall.

STRENGTH

NEUTRAL

This spell doubles all physical damage you do to others, and allows you to tear a treasure out of the grasp of another player if you occupy the same square (considered an attack). The other player has a 25% chance to keep the treasure. Duration equals number card played.

SUDDEN DEATH

ATTACK LOS

Does ten points of magical damage to any person or object.

SWAP

ATTACK

Swap places with any other player. If succesful, the swap counts as your full movement for one turn. Full Reflection nullifies Swap, while Reflection has no effect.

SWAP HOME BASES

NEUTRAL LOS

Swap your home base with any other player, as long as there are an equal number of treasures on each base. You must have LOS with one of the affected home bases.

SWAP MEET

ATTACK LOS

This spell lets you swap any carried item with another player. Reflection nullifies this spell; Full Reflection allows the other player to decide which objects, if any, will be swapped.

SWAP OTHERS

ATTACK LOS

Switch the positions of any two other players. You must have LOS with one of them. Reflection has no effect; Full Reflection swaps the caster and the second victim.

SWAP SECTORS

NEUTRAL

Allows you to trade the positions of anytwo sectors. They may not be rotated orotherwise altered in position.

TELEPATH

ATTACK LOS

This spell allows you to look at any other player's cards once.

TELEPORT

NEUTRAL/COUNTERACTION

Allows you to teleport to a location four spaces away, ignoring walls and all other obstacles. No further movement is possible after Teleporting, however.

NEUTRAL LOS

TELEPORT OBJECT

Allows you to teleport an object four spaces, ignoring walls and other obstaces. An object may not be teleported to a home base. You must have LOS with the object to teleport it.

ATTACK LOS

TELEPORT OPPONENT

Allows you to magically transport another player to anywhere else on the board, except into a solid block of stone or ice.

ATTACK SAME SQUARE

THIEF

You may take one object of your choice from another player.

NEUTRAL LOS

THORNBUSH

Creates a prickly thornbush filling an entire square. The bush blocks LOS and anyone entering the bush ends his turn, takes 1 point of physical damage, and loses his next turn as well. 5 points of damage will destroy the bush. A player can not be attacked while in the bush, but if more than 5 points of damage are done to it, the excess will carry over to the player within.

NEUTRAL LOS

THORNBUSH

Creates a prickly thornbush filling an entire square. The bush blocks LOS and anyone entering the bush ends his turn, takes 1 point of physical damage, and loses his next turn as well. 5 points of damage will destroy the bush. A player can not be attacked while in the bush, but if more than 5 points of damage are done to it, the excess will carry over to the player within.

ATTACK LOS

THOUGHT STEAL

Allows you to steal two random cards from an opponent's hand and add them to your own. The stolen cards may be used immediately.

ATTACK LOS

THROWN DAGGER

A well-balanced dagger that can be thrown for three points of physical damage. It falls to the ground after hitting someone or something, and may be picked up and reused. Not a spell.

NEUTRAL LOS

TRADER

Swap any two like items resting on the floor. (Stones for stones, treasures for treasures. The master key is considered a stone for this spell.) You must have LOS with one of the the traded items.

NEUTRAL LOS

UGLY

Causes you to become so horrendously ugly that anyone in LOS retreats by the shortest possible route to get out of your LOS. For multiple corridor choices, roll for random direction.

NEUTRAL

UNDO

Undoes any of the following spells: Permawarp, Rotate Sectors, Relocate Sector, Swap Home Bases, Rewarp, Swap Sectors.

OBJECT

VISIONSTONE

POWER: Allows you to have LOS through any one wall, door, or other wall-sized object (a full-square object still blocks LOS). Players and monsters on the other side cannot see you; the vision is one-way only. If later Stone Cursed, the one-way vision is reversed: your opponents have LOS with you through any one wall. This card is permanent; display immediately.

ATTACK LOS

WALKING DEAD

Opponent takes 1/2 point of damage for every space moved. Effect is permanent until dispelled.

NEUTRAL/COUNTERACTION LOS

WALL OF FIRE

Creates a flaming wall of fire that blocks LOS, causes four points of magical damage to anyone passing through it, and has a duration equal to number card played. As a counteraction, it will nullify a Waterbolt or a Fill Square with Ice.

NEUTRAL LOS

WALL OF FOG

Create a wall of fog which blocks LOS but does not affect movement through it. It is permanent until destroyed. It is nullified by a Wall of Fire, and vice versa.

NEUTRAL LOS

WALL OF GLASS

Create a glass wall which blocks movement but not LOS. It is permanent unless destroyed. A single attack doing six points of damage or multiple attacks doing a total of ten points will shatter it.

TRAP

WARD

This card may be played out of turn whenever another player picks up one of your treasures, causing him three points of magical damage.

ATTACK LOS

WATERBOLT

Your opponent is struck by a blast of water, pushing him backwards a number of spaces equal to number card played. If pushed into a wall or other solid obstacle, he also takes physical damage equal to the number card played.

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ATTACK | LOS

WATERBOLT

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NEUTRAL/COUNTERACTION | LOS

WATERWALL

Creates a wall of water that collapses as soon as it is created, washing any player within two spaces of it back two squares. If slammed into a wall by the rushing water, a player takes two points of physical damage. A Waterwall can not be created on an existing wall, and can only counteract fire-based attacks.

ATTACK | LOS

WEAKNESS

Opponent drops any treasure he is carrying,and takes twice normal damage form any point-type spells. Duration equals number card played. Opponent can not carry any treasure for this duration. Weakness and Strength will cancel each other if both are in effect.

NEUTRAL

WEREWOLF

Turn yourself into a large, furry, werewolf. Your base move increases to 4, and you do 1d4 pts of damage with a clawed punch. However, you may not cast spells except for number cards or counteractions. You may stay in werewolf form as long as you like.

ATTACK/OBJECT | SAME SQUARE

WIZARDBLADE

An enchanted sword that does two points of physical damage to an opponent, plus magical damage equal to any number card played (but does no magical damage without a numbercard). This card is permanent; display immediately.

NEUTRAL

X-RAY VISION

Allows LOS through any two walls.