

Attack	Attack	Attack	Attack	Attack
Apply To Other Modifier Target: Opponent in LOS (special)	Apprentice Created Monster Target: Any empty square in LOS	Ball And Chain Enchantment/Curse Target: Opponent in LOS	Big Bell Enchantment/Curse Target: Opponent in same square	Big Club Item Target: Any in adjacent (not same) square
Turns the accompanying NEUTRAL card into an ATTACK, letting you apply its effect to an opponent in LOS. Only usable with NEUTRAL cards that normally affect yourself. Enemy may COUNTERACT, as usual.	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.	Curses opponent, attaching a magical ball and chain that reduces base movement by 1. Also subtracts 1 from each NUMBER card the victim uses for movement. Takes 5 damage to destroy.	Curses opponent, placing a mystical bell around his neck. His approach is now announced in advance. When victim enters the LOM of another wizard (but not a creature), that wizard has the option of casting an attack spell at him out of turn. Bell is destroyed by 5 damage.	This huge mace causes 3 damage to an adjacent wall, door, or target in an adjacent square, but NOT in the same square (it's that big). Costs 1 movement point to use.

Source: Adam Rixey Source: Lindsey Dubb Source: Reed Source: Reed Source: Reed

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Attack	Attack	Attack	Attack	Attack
Boot To The Head Action Target: Any in adjacent square	Chain Lightning Spell Target: All opponents in LOM	Charm Stick Item Target: Any creature in LOS	Chores Enchantment/Curse Target: Opponent wizard in LOS	Cone of Cold Spell Target: All life in straight line in LOM
Not a spell. Causes NUMBER points of physical damage to anything in an adjacent (not same) square.	A small LIGHTNING BLAST strikes all opponents within LOM, causing each to take 1 damage and lose 1 turn. Each target may attempt to COUNTERACT separately.	Each charge lets you control the actions of one creature in LOS during your current turn. The player that normally controls the creature does not get to control it during her next turn. Charges = NUMBER card. Usable once per turn; discard when used.	While in effect, target wizard cannot exit any square without first picking up all items in that square. Duration = NUMBER card.	Bone-chilling frost inflicts magical damage equal to NUMBER card played, minus 1 point per square of distance between you and the target, to every LIVING thing along one straight line within your LOM. Even friendly targets are affected. No effect on non-living objects or UNDEAD.

Source: Cedrik Source: Lindsey Dubb Source: Avatar Source: Klimek Source: Cain

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Attack	Attack	Attack	Attack	Attack
Create Clone Created Monster Target: Any empty square in LOS Duplicates an existing creature in LOS. You control the new clone. (When creating the clone, ignore any spells or damage effecting the original creature.)	Disarmament Spell Target: Opponent in same square You are temporarily granted the strength to rip off an opponent's arm, causing 3 damage. The victim may now only carry one item at a time. You may use the arm as a club which causes 2 damage and counts as a card in your hand. The arm cannot be discarded but can be dropped. If victim regains his arm, he can reattach it. REMOVE CURSE or any healing spell will cause a replacement arm to grow.	Exploding Creature Spell Target: Any creature in LOS Target creature explodes, causing damage to all characters within LOM (including you, if applicable). Damage equals the amount of life points the creature had.	Extortion Spell Target: All wizards All opponent wizards must give you a card or suffer 1 magical damage, their choice. (Includes APPRENTICE, if present.)	Graffiti Enchantment/Curse Target: Adjacent wall Write something insulting about target wizard on an adjacent wall. Until it is wiped off (by touch), or curse is removed, or wall is destroyed, target suffers from distraction of knowing it's there: On a roll of 1 or 2 (D4) at the end of each affected turn (just before discarding/drawing cards), victim loses a random card.
Source: Cedrik (remove bottom portion at line)	Source: Reed (remove bottom portion at line)	Source: Avatar (remove bottom portion at line)	Source: Smith (remove bottom portion at line)	Source: Klimek (remove bottom portion at line)

Attack	Attack	Attack	Attack	Attack
Half Life Spell Target: Opponent in LOS Cuts opponent's life points in half (round remaining points up). No effect upon objects. If AMPLIFIED, apply the effect twice in succession. If REFLECTED, each loses 1/4 life points.	Hex Enchantment/Curse Target: Opponent (no LOS needed) Opponent anywhere on the board becomes cursed, allowing you to determine the outcome of the next NUMBER die rolls affecting that opponent. Cannot be used to harm anyone other than the target (e.g., you could not make the target succeed in hitting someone.)	Hit and Run Spell Target: Any in LOS Causes magical damage equal to the NUMBER card played, and also knocks the CASTER back one square for every point of damage delivered. You can go in any direction, around corners, etc., as long as you travel away from the target of the spell. REFLECTION causes both to take damage, but only the caster will be knocked back.	Kiss of Death Enchantment/Curse Target: Opponent in same square Curses opponent, causing magical damage equal to TWICE the NUMBER card played. Effect is delayed until after a number of turns equal to the same NUMBER card. Considered a CURSE; other COUNTERACTIONS can be used only when first cast.	Masochist Spell Target: Opponent in LOS Opponent hits self. He must play a NUMBER card if he has one. Damage to opponent equals NUMBER card he plays.
Source: Reed (remove bottom portion at line)	Source: Jeff Barrett (remove bottom portion at line)	Source: Brainiac (remove bottom portion at line)	Source: Reed (remove bottom portion at line)	Source: Cedrik (remove bottom portion at line)

Attack	Attack	Attack	Attack	Attack
Minor Curse Enchantment/Curse Target: Opponent (no LOS needed)	Myopia Enchantment/Curse Target: Opponent (no LOS needed)	Pack Rat Enchantment/Curse Target: Opponent in LOS		Pie In The Face Item Target: Opponent in LOM
Opponent anywhere on the board cannot attack, move, or cast spells (your choice) during her next turn.	Opponent anywhere on the board becomes temporarily short-sighted, his LOS limited to adjacent spaces only (even with Crystal Ball, Visionstone, Astral Projection, X-ray Vision, etc.) Duration = NUMBER card.	Curses opponent for a duration equal to the NUMBER card played. Opponent may not voluntarily drop items, discard cards, or give items or cards to another player. Victim can still be compelled to drop or discard something (e.g., due to DROP ITEM or THIEF), but he cannot do so on his own.		When thrown at opponent, this delicious cream pie causes the target to lose 1 turn. Pie is destroyed after one use.
Source: Smith (remove bottom portion at line)	Source: Klimek (remove bottom portion at line)	Source: Jeff Barrett (remove bottom portion at line)	Source: Cedrik (remove bottom portion at line)	Source: Avatar (remove bottom portion at line)

Attack	Attack	Attack	Attack	Attack
Polymorph Creature Spell Target: Any creature in LOS Exchange target creature for any other creature not already in play. Any duration spells or damage affecting creature before it was polymorphed are ignored. Controller does not change (except in cases where controller is variable in creature's new form).	Quick Death Enchantment/Curse Target: Opponent in LOS Opponent takes 1 magical damage for each cards she plays or discards. Can be COUNTERACTED initially, but later counteractions (e.g., ABSORB DAMAGE) work only momentarily. Duration = NUMBER card.	Rats Created Monster Target: Any empty square in LOS Creates a group of rats that you control. Movement: 3, Life: 5. Rats move as a group. Group attacks once per round for each life point the rats have, each bite doing 1 damage. (Aside from having multiple attacks, treat rats as a single creature.)	Sneeze Spell Target: Opponent in LOS Draw a random card from opponent's hand. If this card is a spell (or an item that casts spells), it goes off in a random direction from opponent, affecting the nearest legal target in that direction. Otherwise, the card is dropped (if possible) or discarded.	Steal Enchantment Spell Target: Opponent in LOS Removes an enchantment from another character and applies it to yourself, with all of its current modifiers and remaining duration. If the enchantment reduces your chance to hit (e.g., INVISIBLE), you must still successfully hit your opponent. Does not work on objects, but does work on permanent enchantments such as LIFESAVER.
Source: Smith (remove bottom portion at line)	Source: Klimek (remove bottom portion at line)	Source: Jeff Barrett (remove bottom portion at line)	Source: Cedrik (remove bottom portion at line)	Source: Avatar (remove bottom portion at line)

Source: Smith (remove bottom portion at line)	Source: Klimek (remove bottom portion at line)	Source: Jeff Barrett (remove bottom portion at line)	Source: Cedrik (remove bottom portion at line)	Source: Avatar (remove bottom portion at line)	Source: Brainiac (remove bottom portion at line)

Attack	Attack	Attack	Attack	Attack
Stone Bane Spell Target: Opponent in LOS	Stone Golem Created Monster Target: Any empty square in LOS	Stumble Stick Item Target: Opponent in same square	Sword Item Target: Any in same or adjacent square	Time Bomb Item Target: Same or adjacent empty square
Destroys all MAGIC STONES carried by opponent. You gain 1 life point for every stone destroyed. If REFLECTED, both players lose all stones and gain 1/2 point for each of opponent's stones (round up).	Creates a stone behemoth that you control. Movement: 3, Life: 10. Punches for D4+1 damage. Golem is dispelled instantly by DESTROY WALL or STONE TO WATER, or if it is ever outside your LOS at the end of your turn.	Each charge can be used to trip an opponent in your square. Opponent loses 2 movement points on her next turn, and on a roll of 1-2 on the D4, also drops any carried TREASURE. Charges = NUMBER card. Usable once per turn; discard when used.	When used, this razor-sharp blade causes 4 damage to anything in the same or an adjacent square. Anyone carrying the sword may not cast spells other than COUNTERACTIONS.	Place this item in same or adjacent empty square, along with two face-down number counters (not NUMBER cards) representing a fuse, which decrements one point for each player's turn. When the count reaches zero, exploding bomb does 10 damage to everything in the square (including walls and doors) and 5 damage to everything in each adjacent square. Bomb stops "ticking" if picked up, and fuse may be subsequently reset (or discarded).

Source: Brainiac Source: Lindsey Dubb Source: Avatar Source: Cedrik Source: Klimek

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Attack	Attack	Attack	Attack	Attack
Transfer Curse Spell Target: Opponent in same square	Tree Ent Created Monster Target: Any empty square in LOS	Unfamiliar Spell Target: Opponent's monster in LOS	Whip Item Target: Opponent in LOM	Wimp Enchantment/Curse Target: Opponent in LOS
Transfers one curse or enchantment that is currently on yourself to an opponent in the same square. Can include items like the LOADSTONE, temporary conditions like BLIND, or permanent conditions like SLOW DEATH.	Creates a tall wooden creature that you control. Movement: 2, Life: 8. Tree Ent can hit opponents (even flying ones) in same or adjacent space for 1 damage, or attempt to knock a carried item out of an opponent's hands. (Attempt succeeds on a roll of 1 or 2 on the D4.)	Give a spell to an opponent's monster. On a roll of 1-3 (D4), the monster comes under your control. Either way, the monster can cast whatever spell you give him on a subsequent turn.	When you use this item to attack an opponent in LOM, roll a D4. On a 1-3, opponent takes 1 damage and drops one carried item of your choice (among those you know about). On a roll of 4, you accidentally hit yourself: suffer the same effects (you choose which item to drop), and immediately end your turn.	Reduces all damage dealt by opponent to zero. Duration equals NUMBER card played.

Source: Reed Source: Klimek Source: Klimek Source: Avatar Source: Cedrik

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Attack / Counteraction

Lasso

Enchantment/Curse

Target: Any moving target in LOS

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



Source: Klimek



Source: Klimek

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Counteraction

Control Spell

Spell

Target: Opponent's spell (no LOS needed)

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

Source: Klimek

Source: Smith

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Counteraction

Cream Pie

Spell

Target: Incoming spell

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

Source: Klimek

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Counteraction

Deadline Extension

Enchantment/Curse

Target: Self

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

Source: Klimek

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Counteraction

Defend Minion

Spell

Target: Spell that targets your creature

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

Source: Brainiac

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Counteraction

Delay Effect

Spell

Target: Incoming spell

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

Source: Klimek

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Counteraction

Counterstrike

Spell

Target: Self (vs. incoming attack)

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

Source: Smith

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Counteraction

Dodge

Action

Target: Self (vs. physical damage)

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

Source: Robj

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Counteraction	Counteraction	Counteraction	Counteraction	Counteraction
Martial Arts	Mindswap	Peace Offering	Root	Scapegoat
Action Target: Incoming physical attack	Spell Target: Opponent	Spell Target: Any attack	Enchantment/Curse Target: Self (or any in LOS)	Created Creature Target: Same square (vs. LOS attacks)
Not a spell. Fully reflects one PHYSICAL ATTACK, such as a punch or weapon, back upon the attacker. Has no effect on spells.	Counteract any attack by swapping locations and all carried items with attacker. The attack fails.	Counteract any attack by giving attacking wizard two cards of your choice from your hand. If used versus a monster, cards go to the controlling wizard.	Momentarily (during the current player's turn only) prevents target from moving or being moved, even by spells such as TELEPORT, FEAR, UGLY or BIG MAN. Useable on self, on another character in LOS during her movement, or on an object in LOS that's about to be moved or picked up. If used against SWAP or TRADE spells, the non-rooted character/object still moves.	An innocent goat that you control, having 3 life points and a movement rate of 3, instantly appears in your square. While in LOS of any opponent, it is automatically the target of any LOS attacks by that opponent.

Counteraction	Counteraction	Counteraction	Counteraction	Counteraction
Shelter Minion	Someone Else's Problem	Suspense	Tiny Dodge	Trick Door
Spell Target: Spell that targets your creature	Spell Target: Incoming spell (special)	Spell Target: Incoming LOS spell	Spell Target: Self (vs. incoming attack)	Spell Target: Anyone using a door (no LOS needed)
Negates any one attack targeting a creature that you directly control. The creature does not have to be within your LOS.	Redirects an incoming SPELL to a second opponent in LOS. If that opponent REFLECTs the attack, it is sent back to the original caster. Cannot be used unless there is an applicable target.	Any LOS spell just cast at you may be frozen in the caster's square without taking effect. Use a token to mark the spot. The frozen spell will retarget the next character to enter the square. REFLECTION or FULL REFLECTION may be used to redirect the suspended spell as it is triggered, to a new target in LOS.	You may leap instantly into an adjacent space. If this move blocks LOS of an incoming LOS attack, or otherwise takes you out of range, the attack fails	Anyone who has just walked through a doorway instantly appears in any square on the board you choose, as long as it's adjacent to a door. Useable on self.

Counteraction	Counteraction	Magic Stone	Magic Stone	Magic Stone
Turn Blue	Ultimate Veto	Cornerstone	Mimic Stone	Monster Stone
Spell Target: Self (vs. incoming attack)	Spell Target: Any card	Item Target: One of your spells	Item Target: Special	Item Target: Your controlled creatures
Hold your breath and turn blue to cancel any attack. But lose your next turn.	CANCEL ANY CARD just used, fully negating its effects. DISCARD YOUR ENTIRE HAND. Nothing may overrule Ultimate Veto.	POWER: While you have this item, you may use a NUMBER card to cast an accompanying LOS spell around that same number of 90 degree corners. Display when used.	This Magic Stone can only be used if at least one other Magic Stone is in play. It perfectly duplicates any one Magic Stone in play, but if that stone is destroyed (or discarded) then the Mimic Stone is destroyed as well. If multiple stones are in play, you may discard a NUMBER card to change which stone you wish to mimic.	POWER: While you have this stone, add 1 to the life points, movement and physical damage of all creatures you control. Spells and other magical attacks by creatures do not gain the one-point benefit. Display when used.

Source: Klimek

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Source: Klimek

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Source: Avatar

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Source: Smith

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Source: Klimek

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	Magic Stone	
Stinkstone		

Item

Target: Self (vs. any in same square)

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

	Neutral	
Animate Door		

Enchantment/Curse

Target: Any door in LOS

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

	Neutral	
Armor		

Item

Target: Self

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

	Neutral	
Bag of Holding		

Item

Target: Your carried items

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

	Neutral	
Banish Monsters		

Spell

Target: All monsters in designated sector

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

	Counteraction	
Lindsey Dubb		

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	Counteraction	
Klimek		

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	Magic Stone	
Cornerstone		

Source: Smith

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	Magic Stone	
Mimic Stone		

Source: Avatar

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	Magic Stone	
Monster Stone		

Source: Klimek

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Neutral	Neutral	Neutral	Neutral	Neutral
Bouncy Ball	Brambles	Burst of Gravity	Circle of Protection	Cloud of Stench
Item Target: One of your spells	Created Object Target: Any empty square in LOS	Spell Target: Everyone	Enchantment/Curse Target: Self	Created Object Target: Any empty square in LOS
Cast a spell on this item, then throw it. It can ricochet around up to four 90 degree corners before striking a target, which gets hit with the spell. (Throw can be countered as a PHYSICAL ATTACK, separately from countering the attached SPELL.) The ball ends up in the same space as the target, and it can be used again if picked up and recharged with a new spell. If ball misses (or the THROW is physically counteracted), it still has the spell given to it. If ball is TELEPORTED to someone's space, it falls on her and affects her as if it was thrown.	Creates a patch of thick branches filling the target square. There is no LOS through brambles, nor can they be flown over. Anyone exiting brambles must randomly drop one carried item within the brambles. Any fire damage will destroy brambles, filling the whole square with fire for 1-4 turns. (Fire causes 4 magical damage.)	Creates a sudden burst of gravity, causing everyone (including you) to drop all carried items. Doesn't affect someone who has been enchanted with STRENGTH or an IRON GRIP.	Prevents you from being targeted or damaged by any spells or attacks. Lasts until you move or cast a spell. This is NOT a COUNTERACTION.	Creates a transparent cloud of gut-wrenching stench. Any wizard entering it has a 50% chance of vomiting and losing 2 random cards from her hand (if the cards are items, they get dropped). Except for UNDEAD, non-wizards will not enter the cloud willingly. Fills an entire square but does not block LOS.
Source: Avatar	Source: Klimek	Source: Avatar	Source: Brian Bankler	Source: Avatar
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Neutral	Neutral	Neutral	Neutral	Neutral
Corrosion	Crevise	Crystal Ball	Cyclone	Door Stop
Action Target: Adjacent inanimate object	Created Object Target: Any wall or corridor in LOS	Item Target: Special	Spell Target: Any empty square in LOS	Item Target: Adjacent open door
Not a spell. You spread a corroding substance on some inanimate object. Object takes 7 points of damage per turn, until destroyed. If you collapse a wall in this manner, it does not do any damage to adjacent characters.	Creates a very narrow opening in a wall or corridor, requiring an extra movement point for anyone to squeeze through. It is too narrow for a TREASURE (or BIG MAN, BUCK, etc.) to pass through at all. LOS through a crevice exists only to or from the spaces immediately adjacent to it.	A matched set of TWO crystal balls. Either (or both) may be dropped. Anyone holding one has LOS from the center of the other crystal ball's space, even if the other one is being carried. Like all carried items, counts as a card in your hand (but just one, even if you carry both).	Creates a temporary cyclone in an empty square, which immediately moves a sequence of 10 random directions, picking up all moveable items or characters in its path, and depositing them where it dissipates. Moving into a wall reduces cyclone's movement by one, but has no other effect. Cyclone dispels FOG, FIRE, STENCH and DUST. Windblown targets take 1 damage for each square they are actually moved.	This item, if placed (dropped) on an open door, keeps the door open (but blocking LOS). The door stop is dropped in the doorway itself, and thus can be picked up from either adjacent square.
Source: Avatar	Source: Klimek	Source: Kerim Aydin	Source: Klimek	Source: Cedrik
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Neutral	Neutral	Neutral	Neutral	Neutral
Dungeon Steed Created Creature Target: Any empty square in LOS Creates a ride-able beast. Movement: 5, Life: 2. Mounting steed ends wizard's turn. It is possible to ride 5 spaces, then dismount and take one's normal movement. A wizard may not pick up anything from the floor while mounted. Steed does not move unless ridden.	Elfin Handyman Created Creature Target: Any empty square in LOS Creates a clever elf that you control. Movement: 3, Life: 4. Elf can move through locked doors freely (but will not hold them open). At a cost of 1 life point per target, Elf can (by touch): dispel a dropped or created object, remove an enchantment/curse, fully restore a damaged/destroyed/jammed wall/door, or repair a damaged object. Cannot target characters or carried objects.	Fester Wound Enchantment/Curse (Modifier) Target: One physical attack Combine with any physical attack against a living opponent. Wound taken refuses to heal, causing 1 additional physical damage each turn until a 1 is rolled on the D4. No effect if original damage is countered. No effect on UNDEAD.	Focus Modifier Target: Self Discard up to three cards. For each card discarded, increase the damage or duration of a SPELL you cast this turn by 1.	Ghost World Spell Target: All sectors All doors, walls, and created objects in ALL SECTORS become "ghosted" permitting LOS and passage (by normal movement) to every square. Characters and ordinary items are unaffected. Duration = NUMBER card.
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Neutral	Neutral	Neutral	Neutral	Neutral
Giant Stone Sphere Created Object Target: Any empty square in LOS Creates a giant stone sphere completely filling one square, blocking passage and LOS. It rolls easily if pushed, either sideways or directly away from any adjacent square. It cannot roll over a treasure, character, or anything with hit points, but it will do 1 plus 1 point of damage per space rolled to any into which it is pushed. (This counts as an ATTACK.)	Glacier Created Object Target: Any empty square in LOS Creates a solid block of ice which fills an empty square. Beginning the turn after creation, glacier moves one space every other turn towards the nearest HOME BASE (as a wizard walks), pushing any objects or characters ahead of it. LOS through glacier is bent 90 degrees. The turn it rests on a home base, glacier melts into a 4-point WATERWALL. Any fire damage will melt glacier.	Healing Fountain Created Object Target: Any empty square in LOS Creates a large fountain full of healing water. Any character ending its turn at the fountain gains 1 life point, up to its starting level. Fountain can be destroyed by 10 points of damage. Cancels any fire damage inflicted in its space (and extinguishes fires).	Healing Trance Spell Target: Self (or controlled creature in LOS) Recipient loses a turn to gain life points equal to NUMBER card played. May go higher than starting life points. (AMPLIFY, if used, affects both points gained and number of lost turns.)	Here Boy! Spell Target: One of your uncarried treasures You may move one of your uncarried treasures 2 spaces.
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Neutral	Neutral	Neutral	Neutral	Neutral
Mercurial Mood	Miniaturize	New Deal	Number Stick	Oil Slick
Spell Target: Self	Enchantment/Curse Target: Any created object in LOS	Spell Target: All players	Item Target: Self	Created Object Target: Any empty square in LOS
For this turn, you may pick up items without ending your turn, but you cannot drop items.	Target created object is reduced to a carry-able, toy-sized item, having none of its previous properties. If picked up and later dropped (or thrown), enchantment ends, and creation is restored to normal size and properties.	All players must discard their hands and immediately draw 1 card for each card they were holding. Items already displayed are unaffected.	Each charge acts as a NUMBER card equal to the number of charges remaining on the stick. Charges = NUMBER card. Usable once per turn; discard when used.	Creates a puddle of slippery oil covering one square. Anyone entering oil will slide past it in a straight line a number of spaces equal to the number already moved, or take damage for slamming into an obstruction for each space not moved. On a roll of 1 or 2 (D4) they also fall down, ending their move. Any fire damage will destroy the oil, filling the whole square with fire for 1-4 turns. (Fire causes 4 magical damage.)

Source: Klimek



Source: Klimek



Source: Smith

Source: Cedrik



Source: Klimek



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Neutral	One-Way Door
Enchantment/Curse	Target: Any door in LOS

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

Neutral	Open Door Policy
Spell	Target: All un-jammed doors

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

Neutral	Open Grave
Created Object	Target: Any empty square in LOS

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

Neutral	Polymorph Object
Spell	Target: Any created object in LOS

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

Neutral	Portable Hole
Item	Target: Adjacent wall, door or solid stone

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

Source: Game Cabinet



Source: Reed



Source: Klimek



Source: Klimek



Source: Klimek



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Neutral	Neutral	Neutral	Neutral	Neutral
Portable Telepad	Portcullis	Revolution	Rotate Square	Rotate Wall
<p>Item Target: Anyone standing on it</p> <p>When placed on the floor, this experimental device can act as a teleport launch pad. Anyone standing on the telepad may choose to TELEPORT up to 4 spaces away (even to a HOME BASE), leaving the telepad behind and ending his or her movement. On each use, telepad has a 1 in 4 chance of malfunction; if this happens, roll a D4 each for direction and distance. If you appear in a space that permits no occupant (e.g., SOLID STONE), reroll distance, otherwise you are affected by contents of the destination square.</p>	<p>Spell Target: Any wall or corridor in LOS</p> <p>Creates a closed portcullis in any stone wall or corridor and a pressure-activated floor plate in any empty space--both within LOS. Anything solid resting on the plate will cause the gate to open. Gate is closed when plate is vacant. Portcullis does not block LOS, thrown items, nor anyone affected by SHRINK. Has 20 hit points, just like a wall.</p>	<p>Spell Target: All sectors</p> <p>Rotate every sector by the same amount, to be chosen by a random die roll. 1 = 90° clockwise; 2 = 180°; 3 = 90° counterclockwise; 4 = your choice. "You say you want a revolution..."</p>	<p>Spell Target: Any square in LOS</p> <p>Rotates one square up to 180° in any direction, "dragging" along those walls which lie alongside the square.</p>	<p>Spell Target: One wall section in LOS</p> <p>Rotates one wall panel or door 180 degrees. Anything on one side of the wall section (including otherwise immovable characters or objects) finds itself suddenly on the other side. This spell will not change the location of a HOME BASE, nor will it rotate an immovable creation onto a HOME BASE. If the latter is attempted, the spell fails completely.</p>
Source: Klimek	Source: Klimek	Source: Avatar	Source: Robj	Source: Reed

Neutral	Neutral	Neutral	Neutral	Neutral
Shatterstick	Speed Bump	Stonewalk	Telekinesis	Termite Infestation
<p>Item Target: Your attacks vs. non-wizards</p> <p>Each charge quadruples damage done by one of your attacks against any non-wizard target (walls, creatures, bushes, etc.) Charges = NUMBER card. Usable once per turn; discard when used.</p>	<p>Created Object Target: Any empty square in LOS</p> <p>Creates a magical speed bump in an empty space. Anyone entering the square with speed bump takes 1 damage for each space more than two they move that turn. COUNTERACTABLE as a spell.</p>	<p>Enchantment/Curse Target: Self</p> <p>This turn, you may enter into and move within stone walls or stone-filled squares instead of normal spaces. You cannot be seen, but have LOS out of the wall you are in, and may drop items on either side, but may not pick up items. STONEWALK lasts until you exit a wall or the wall you are in is destroyed.</p>	<p>Spell Target: Any moveable uncarried object in LOS</p> <p>Makes a moveable, uncarried object move up to NUMBER spaces at your command, sliding across the floor as it does so. If the target is not in your LOS, it moves randomly (roll direction for each space moved).</p>	<p>Spell Target: Same sector</p> <p>In sector where cast, all doors and wood-based creatures take ten-points of damage. All BRAMBLES, BUSHES and MAGIC STICKS in the sector (either in hand or dropped) are destroyed.</p>
Source: Avatar	Source: Klimek	Source: Klimek	Source: Smith	Source: Klimek

Neutral	Neutral	Neutral	Neutral
Thunderstorm	Transformation	Treasure Sight	Troll-Booth
<p>Spell Target: Same sector</p> <p>A sudden downpour of rain floods the sector you are in, extinguishing all fires, washing away SLIME, OIL and TACKS, and filling all PITS with water for 1 turn. There is also a 1/4 chance for each character in the sector that he will be hit by a one-point (physical) lightning bolt and stunned for 1 round. Bolts may be individually COUNTERACTED.</p>	<p>Enchantment/Curse Target: Self (or controlled creature in LOS)</p> <p>Lose one from either your base attack, movement, or hand size and add one to your base attack, movement, or hand size for the rest of the game. (For example, you could choose to permanently reduce your hand size from seven to six to increase your base movement from three to four.) Creatures with no inherent hand size cannot be granted one via this spell.</p>	<p>Modifier Target: One of your spells</p> <p>Allows you to cast one LOS spell through one of your treasures; you may target something in LOS of it, including a character that's carrying it. Reflected spells affect the treasure (if possible), but don't affect you.</p>	<p>Created Object Target: Any empty square in LOS</p> <p>Creates a Toll-Booth on an empty square, attended by a stationary TROLL. (Any other TROLL in play must move at normal rate directly to the booth, ignoring its controller.) Anyone may purchase passage across this space by paying (each) TROLL three cards from his hand. If destruction or evacuation of troll(s) results in toll-booth being unattended, it disappears. (Trolls have 6 life points, 3 movement, regenerate 1 life point per turn, and punch for 1-4 damage.)</p>

Source: Klimek



Source: Smith



Source: Avatar



Source: Klimek



Source: Klimek

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Neutral
Vending Machine

Created Object
Target: Any empty square in LOS

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

Neutral
Warp Mastery

Spell
Target: Self

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

Neutral / Attack
Brainstorm

Spell
Target: Self (or wizard in LOS)

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

Neutral / Attack
Levitate

Enchantment/Curse
Target: Any character or uncarried item in LOS

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

Neutral / Attack
Move!

Spell
Target: Any moveable target in LOS

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

Source: Klimek



Source: Jeff Barrett



Source: Lindsey Dubb



Source: Klimek



Source: Avatar



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Neutral / Attack	Neutral / Counteraction	Neutral / Counteraction	Neutral / Counteraction	Neutral / Counteraction
Repossession	Cloak of Shadows	Iron Grip	Luck	Word of Recall
<p>Spell Target: Previously carried item</p> <p>Target item (not in discard pile) which you have previously carried this game TELEPORTS back into your hands. This spell may not target another's TREASURE, but it may target your own, if you have previously carried it. If target item is currently carried by someone else, Repossession is an ATTACK.</p>	<p>Enchantment/Curse Target: Self (or controlled creature in LOS)</p> <p>Any attack made against recipient has only a 1 in 4 chance of taking effect. This protection is permanent, but it ends once recipient moves more than 1 square in a single turn.</p>	<p>Enchantment/Curse Target: Self (or controlled creature in LOS)</p> <p>For the next NUMBER turns, recipient may retain all carried items. This spell overrides all other effects or spells which might contradict it, such as: SWAP MEET, DROP OBJECT, THIEF, CHAOS, STRENGTH, KLUTZ, CURSE OF MIDAS, KILLER OOZE, BRAMBLES, etc.</p> <p>Iron Grip may be countered by REMOVE CURSE, NEGATE NEUTRAL, TIME DRAFT, etc.</p>	<p>Spell Target: Self</p> <p>Any one die roll which YOU make comes out to your desired result. Must use spell before rolling. You may play this card out of turn only if you are called upon to roll a die (e.g., to determine whether or not you believe an illusion).</p>	<p>Spell Target: Self</p> <p>Teleports you to your HOME BASE, thus avoiding any spell which was cast on you. If cast on your own turn, this ends your movement. Any TREASURE you were carrying drops to the ground in the space from which you teleported.</p>

Source: Klimek



Source: Smith



Source: Klimek



Source: Reed

Source: Lindsey Dubb

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Special
Me Too! Me Too!
Spell Target: Opponent's spell (no LOS needed)

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

Source: Brainiac

Trap
Daylight Savings Time

Spell
Target: Self

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

Source: Avatar

Trap
Monster Rebellion

Spell
Target: All monsters

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

Source: Klimek

Trap
Sector Decompression

Action
Target: Same sector

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

Source: Klimek

Trap
Whoops!

Action
Target: Self

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

Source: Game Cabinet

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Attack	Counteraction	Counteraction	Counteraction	Counteraction
Contingency	Attack Substitution	Magic Meddling	Root (old version)	Wheel of Fortune
Modifier Target: Self	Spell Target: Opponent's ATTACK spell	Spell Target: Any attack spell (no LOS needed)	Spell Target: Self (vs. being moved)	Spell Target: Self
<p>Place any combination of spells from your hand face down beneath this card. On top of them, place a face-down number counter. The instant you take damage in one turn equal to or greater than the chosen amount, all of the face-down spells are instantly cast, in sequence from top to bottom. There is no limit to the number of attacks-in-a-single-turn which may result.</p>	<p>Replace attack spell just cast with one from the discard pile. Either choose one from three spells selected by attacking opponent, or approve the set of three spells from which opponent may choose one to cast instead. If less than three legal attack spells have been discarded, attack is fully negated.</p>	<p>You may cast this spell against any other wizard using any ATTACK SPELL anywhere on the board to increase or decrease the damage or the duration by 1. You need not be the target of the attack.</p>	<p>Momentarily (during the current player's turn only) prevents you from moving or being moved, even by spells such as TELEPORT OPPONENT, FEAR, UGLY or BIG MAN. If used against SWAP, opponent still appears in your square.</p>	<p>Discard your current hand and refill it with new cards. At the end of the current turn, all cards just drawn must again be discarded. (Does not itself counter an attack, but may provide you with a counteraction which can.)</p>

Source: Klimek

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Source: Klimek

(remove bottom portion at line)

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Source: Smith

(remove bottom portion at line)

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Source: Jeff Barrett

(remove bottom portion at line)

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Source: Klimek

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*

Neutral
Achoo!
Spell Target: Adjacent square

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

Source: PacificCon fan

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Neutral
Basement
Spell Target: Same sector

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

Source: Klimek

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Neutral
Gravity Vortex
Created Object Target: Any empty square in LOS

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

Source: Klimek

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Neutral
Invisible Barrier
Created Object Target: Any empty square in LOS

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

Source: Klimek

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Neutral
Peephole
Created Object Target: Any wall or door in LOS

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

Source: Reed

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Neutral	Neutral	Neutral	Neutral	Trap
Phase Paradox	Smelly Sock	Time Glitch	Wishing Well	Curse of Midas
Modifier Target: One of your spells	Item Target: Same square	Spell Target: Self	Created Object Target: Any empty square	Enchantment/Curse Target: Self
Allows teleportation or creation spells to target an occupied space, even a HOME BASE. All objects, creations or characters on that space which cannot coexist (if any) are randomly displaced instantly to an adjacent space (ignoring walls) until no paradox remains. Repeat as needed, for new paradoxes resulting from displacement.	You must drop this item to use it. No one will enter the square with the sock, and anyone already there must leave the square at the next available opportunity. If damaged, the sock is destroyed.	Take into your hand all cards cast or discarded during the previous player's turn. You may add them to your hand (ignoring hand-size limitations) until the end of your turn.	Creates a PIT, filled with water. Falling into well causes no damage, but ends move. Swimming across costs an extra movement point. Any magic stone entering the well (by any means) is dissolved, and generates a free "wish": dispel any artifact, or remove any curse/active duration spell. LOS exists both into & out, but fire-based spells cannot be cast nor affect anyone inside well. (To jump over a pit, roll a D4. On a roll of 1 you fall in, taking 2 damage. Roll a 1 or 2 on later turns to climb out. Takes a whole turn to climb in or out.)	DISPLAY IMMEDIATELY. Drop all items you are now carrying and randomly choose one of your own TREASURES to be teleported instantly to your hands. You may not carry other items, nor drop this treasure until it is deposited in a treasure-starting space of your home sector. Spells or effects which cause you to drop treasure will also end the curse. Discard after use and redraw.

Trap	Trap	Trap	Trap
Imp-Lament	Radioactive Crater	Repulsion	Time Draft
Spell Target: Self	Created Object Target: Same square	Spell Target: Self and anything nearby	Action Target: Everyone
DISPLAY IMMEDIATELY. Imp appears in your square and instantly gains possession of all your attack spells. Imp then attacks you (in random order) with every spell which can target you, discarding any others. Imp may be evaded like any monster--otherwise, attacks may be counteracted separately. After final attack, Imp disappears. Discard after use and redraw.	DISPLAY IMMEDIATELY. A crashing meteorite causes 4 points of blast damage to everyone in your square as it forms a radioactive crater. (Trap is countered if on a HOME BASE). Anyone entering crater for the first time takes 1 point of radiation damage and draws 1 card. Mutations permanently increase hand size by 1. Note that a mutated monster could cast any spell drawn. Crater is like a PIT in all other respects. Discard after use and redraw.	DISPLAY IMMEDIATELY. All items you are carrying, as well as any characters or items within 3 spaces (ignoring walls) immediately teleport 3 spaces away from you in random directions. If targets which cannot coexist end up in same square, randomly displace as many as necessary, into an adjacent space (ignoring walls). Discard after use and redraw.	DISPLAY IMMEDIATELY. All active duration spells cease. Each player discards all his cards and refills his hand. Any TRAPS drawn are discarded and replaced. Discard after use and redraw.