

Counteraction

ABSORB

Reduces any point damage done to you, up to three points.

Has no effect on duration-based spells

Neutral

ALTER EGO

Create a stationary double of yourself in the square you now occupy. It may use any of the spells in your hand, and you need not be in its L.O.S. to do so. Permanent until destroyed. Any damage done to it at all destroys it.

LOS

Neutral

AMPLIFY

Doubles spell power of one point-based or duration-based spell. Two AMPLIFY spells quadruple spell power when used together.

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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

ABSORB

Reduces any point damage done to you, up to three points.

Has no effect on duration-based spells

Counteraction

ABSORB SPELL

You can nullify and take into your hand one spell used directly against you.

Does not include NUMBER cards. Will work on other COUNTERACTIONS. REFLECTION, FULL REFLECTION, FULL SHIELD have no effect on this card.

Neutral

ADD

You may add two NUMBER cards together for any single action.

Neutral

AROUND THE CORNER

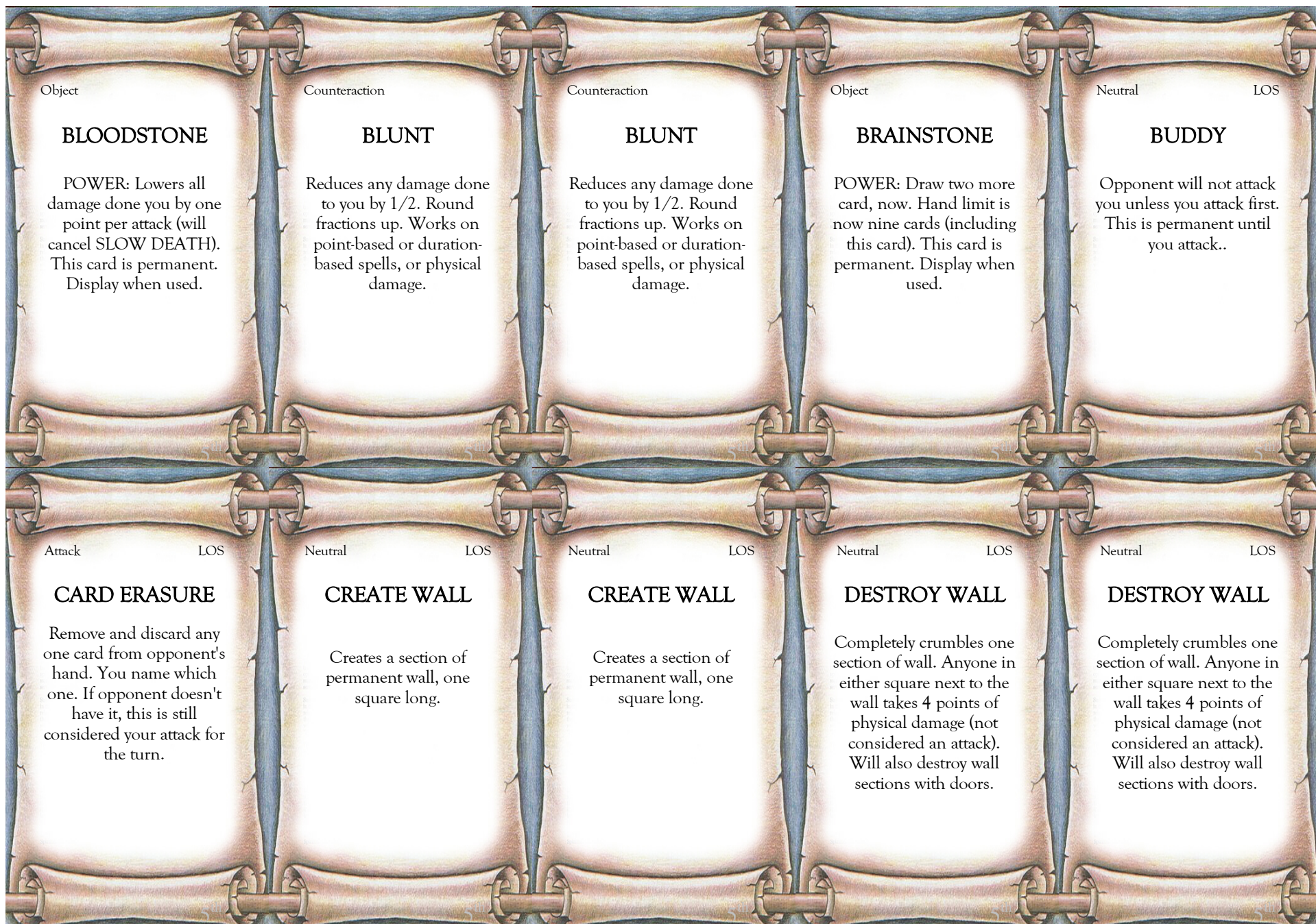
You may cast any line of sight spell around one corner (up to 180 degrees)

Attack

LOS

BLIND

Blinds opponent, who must roll direction on D4 if attempting to move, throw objects, 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 you by one point per attack (will cancel SLOW DEATH). This card is permanent. Display when used.

Counteraction

BLUNT

Reduces any damage done to you by 1/2. Round fractions up. Works on point-based or duration-based spells, or physical damage.

Counteraction

BLUNT

Reduces any damage done to you by 1/2. Round fractions up. Works on point-based or duration-based spells, or physical damage.

Object

BRAINSTONE

POWER: Draw two more card, now. Hand limit is now nine cards (including this card). This card is permanent. Display when used.

Neutral

LOS

BUDDY

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

Attack

LOS

CARD ERASURE

Remove and discard any one card from opponent's hand. You name which one. If opponent doesn't have it, this is still considered your attack for the turn.

Neutral

LOS

CREATE WALL

Creates a section of permanent wall, one square long.

Neutral

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Creates a section of permanent wall, one square long.

Neutral

LOS

DESTROY WALL

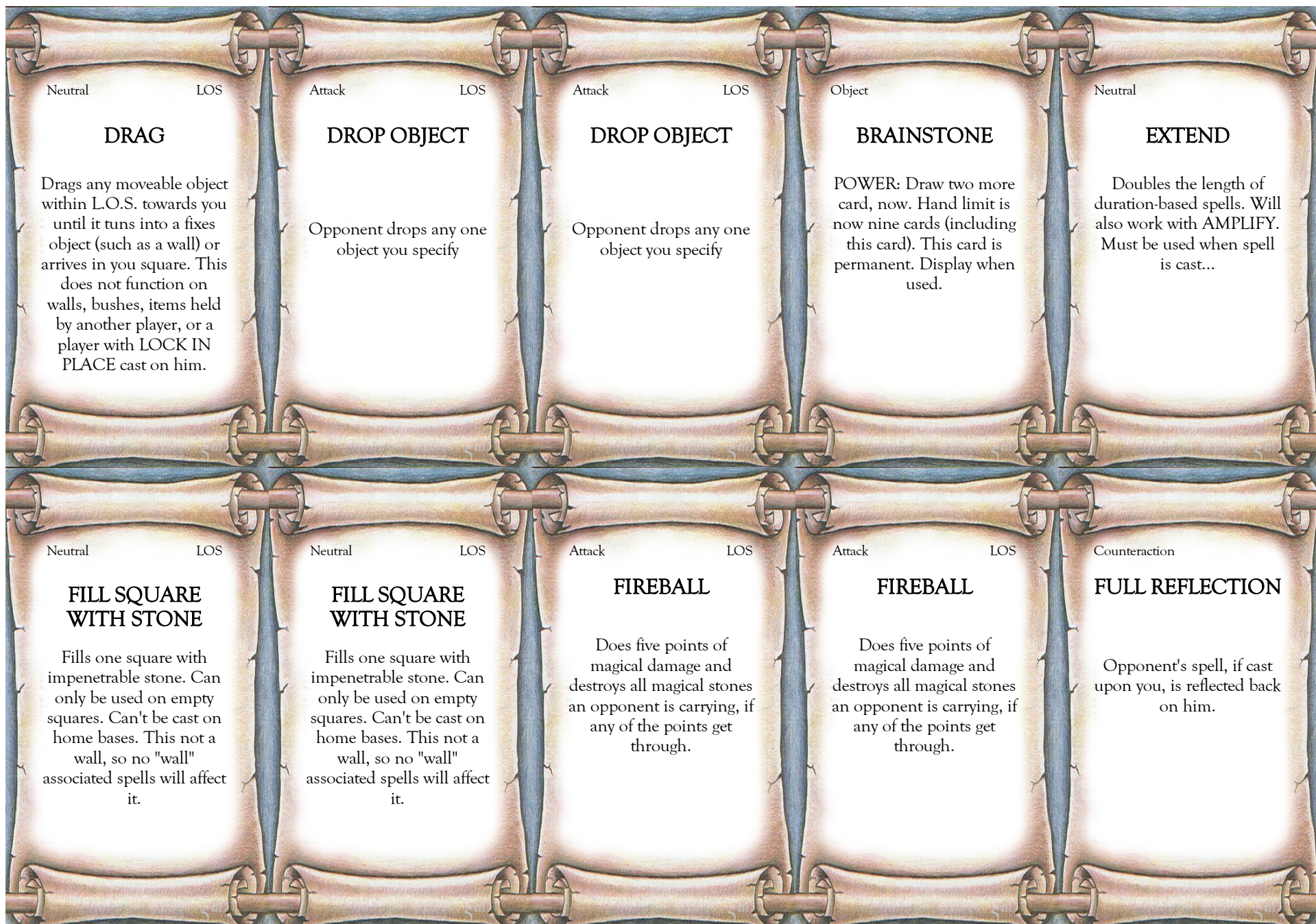
Completely crumbles one section of wall. Anyone in either square next to the wall takes 4 points of physical damage (not considered an attack). Will also destroy wall sections with doors.

Neutral

LOS

DESTROY WALL

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Neutral

LOS

DRAG

Drags any moveable object within L.O.S. towards you until it tuns into a fixes object (such as a wall) or arrives in you square. This does not function on walls, bushes, items held by another player, or a player with LOCK IN PLACE cast on him.

Attack

LOS

DROP OBJECT

Opponent drops any one object you specify

Attack

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Opponent drops any one object you specify

Object

BRAINSTONE

POWER: Draw two more card, now. Hand limit is now nine cards (including this card). This card is permanent. Display when used.

Neutral

EXTEND

Doubles the length of duration-based spells. Will also work with AMPLIFY. Must be used when spell is cast...

Neutral

LOS

FILL SQUARE WITH STONE

Fills one square with impenetrable stone. Can only be used on empty squares. Can't be cast on home bases. This not a wall, so no "wall" associated spells will affect it.

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Fills one square with impenetrable stone. Can only be used on empty squares. Can't be cast on home bases. This not a wall, so no "wall" associated spells will affect it.

Attack

LOS

FIREBALL

Does five points of magical damage and destroys all magical stones an opponent is carrying, if any of the points get through.

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Counteraction

FULL REFLECTION

Opponent's spell, if cast upon you, is reflected back on him.

Counteraction

FULL SHIELD

Stops any spell attack.
Does not stop any physical attack. Will stop WIZARDBLADE for only one attack.

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Stops any spell attack.
Does not stop any physical attack. Will stop WIZARDBLADE for only one attack.

Attack

LOS

GO AWAY

Opponent must move away a number of spaces equal to the NUMBER card played, as straight as possible. Roll D4 for random direction, if necessary. Opponent also loses turn.

Neutral

ILLUSION WALL

Creates a fake wall, one square long. Each opponent has on 50% chance to see that it is fake, when they gain L.O.S. to it. It is real for the rest of the game for those who fail this chance. For those who believe it is real, it will stop spells and thrown objects, and can take damage. You may move through it freely.

Neutral/Counteraction

INVISIBLE

You become invisible. As your opponent attacks, he must roll D4 for random direction to see if he hit.
Duration equals NUMBER card played.

Neutral

LOS

JAM LOCK

Lets you permanently jam a door lock so that nobody can use that door. You also may not pass through.

Attack

LOS

LARGE ROCK

You may throw it. Does two points physical damage. Once thrown, it may be picked up and thrown again by this player.

Attack

LOS

LIGHTNINGBLAST

Does 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.

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Attack LOS

LOCK IN PLACE

Stops movement of opponent. He may still cast spells, but cannot move or be moved in any way (including teleportation). Duration equals NUMBER card played

Object

MASTER KEY

Unlocks any door (but door relocks behind you). Do not discard when used. Display Immediately. Must be adjacent to door to use. Does not work on a JAMmed LOCK.

Attack LOS

MEDUSA

Opponent cannot move or cast spells, including COUNTERACTIONs. However, opponent is also immune to any damage. Duration equals NUMBER card played..

Neutral

MIST-BODY

You turn to mist. You can pass through anything but solid stone or stone walls. You may not attack or be attacked. Firewalls still damage you. Touched objects become "misted" when touched so you may pick up and carry objects. Duration equals NUMBER card played.

Attack LOS

NO SPELL

Opponent cannot use any spell, except for a magic stone's power. Player can discard spell cards. Duration equals NUMBER card played.

Neutral

PASS THROUGH WALL

Allows passage through one wall. Works on WALL OF FIRE, ILLUSION WALLS, and normal walls.

PICK LOCK

Unlock any door (but the door will relock behind you). Can only use when adjacent to door. You may "hold the door open" for others, if you wish.

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Attack LOS

POWER DRAIN

Drain points from an opponent and add them to your own points.

Amount equals NUMBER card played.

Neutral

POWER RUN

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..

Object

POWERSTONE

POWER: Add 1 to any NUMBER card played. This card is permanent. Display when used.

Attack LOS

POWERTHRUST

A telekinetic blow that does magical damage equal to two points plus an accompanying NUMBER card (optional).

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A telekinetic blow that does magical damage equal to two points plus an accompanying NUMBER card (optional).

Counteraction

REFLECTION

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.

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Neutral

RELOCATE SECTOR

Allows you to relocate (but not rotate) any one sector to any other area, so long as all sectors are still adjacent to at least one other when you are done.

REMOVE LOCK

Permanently removes lock from any one door. Must be adjacent to door to use. Door is still considered to block L.O.S.

Neutral/Counteraction

REUSE SPELL

You may retrieve any spell you use immediately after you use it (but not the NUMBER card, if used).

You may reuse your retrieved spell immediately if you wish (except when it is an ATTACK).

Counteraction

REVERSE

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.

Neutral

ROTATE SECTOR

Allows you to rotate any one sector 90 degrees.

Object

SHADOWSTONE

POWER: Any damage you do physically (i.e. punch or dagger) to another player adds to your points equal to the damage done. This card is permanent. Display when used.

Object

SHIELDSTONE

POWER: Allows you to use a NUMBER card as a counteraction against point- or duration-based spells, reducing effects by value of the NUMBER card played. No effect without a NUMBER card. This card is permanent. Display when used.

Neutral

SHRINK

You shrink. Reduces opponent's chance to hit you by 50% in any attack. Also reduces your normal movement to 2. Duration equals NUMBER card played.

Attack

LOS

SLOW DEATH

Opponent takes 1 points of magical damage whenever he draws a new card. This is permanent. Opponent can have less than seven cards in his hand if desired. ABSORB and BLUNT work momentarily against this card. Once SLOW DEATH is on, it can't be turned off.

Object

SOULSTONE

POWER: Last three points you have cannot be taken by spell attack—they can only be lost to physical damage. Life points spent voluntarily, as in POWER RUN, are not affected by SOULSTONE. This card is permanent. Display when used.

Neutral

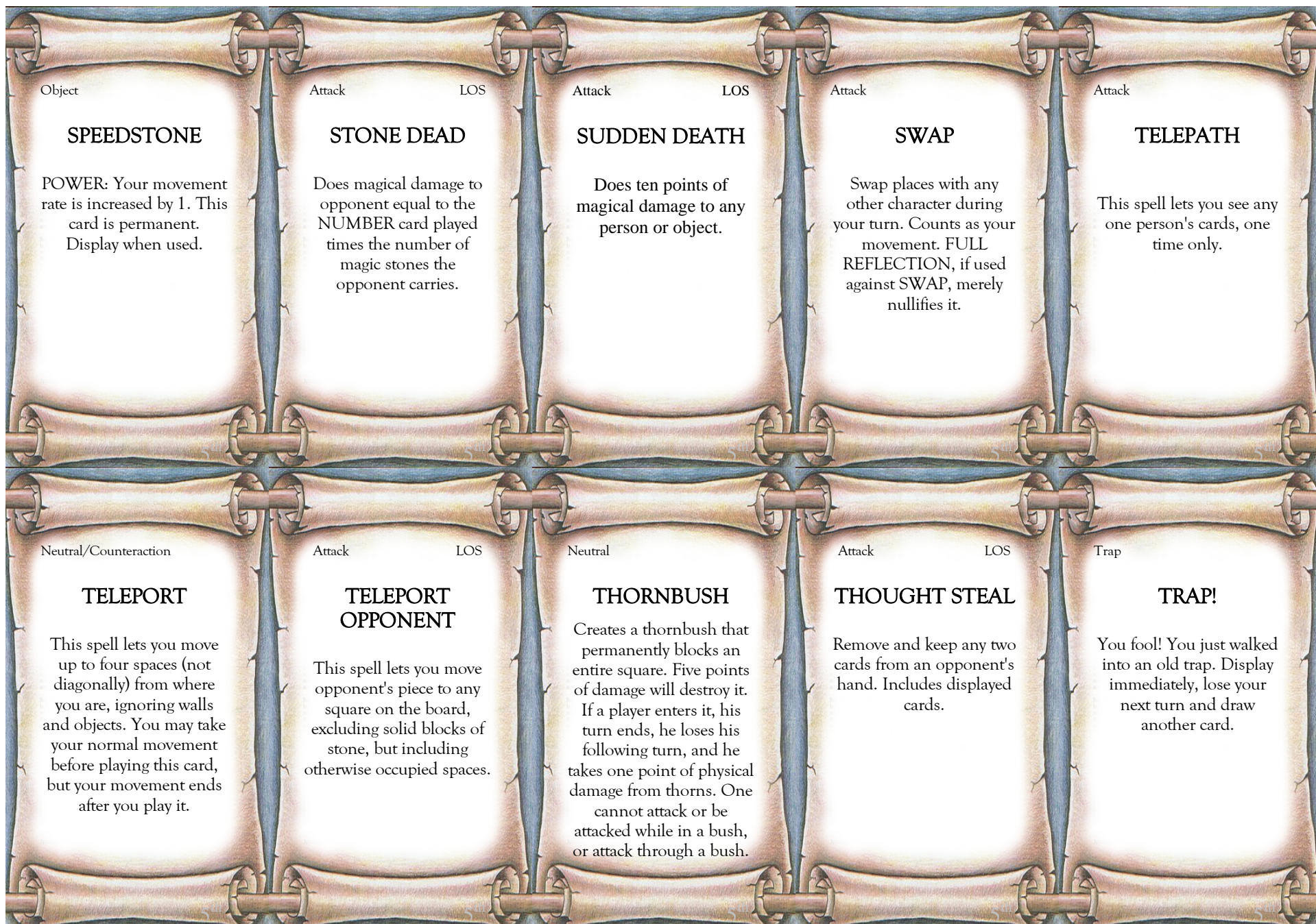
SPEED

Allows one extra turn. Cannot be used during a "lost turn", as you would have no turn in which to use it. Must be played before new cards are drawn after first turn. You may draw cards after each turn.

Neutral

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Allows one extra turn. Cannot be used during a "lost turn", as you would have no turn in which to use it. Must be played before new cards are drawn after first turn. You may draw cards after each turn.



Object

SPEEDSTONE

POWER: Your movement rate is increased by 1. This card is permanent. Display when used.

Attack

LOS

STONE DEAD

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

Attack

LOS

SUDDEN DEATH

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

Attack

SWAP

Swap places with any other character during your turn. Counts as your movement. **FULL REFLECTION**, if used against **SWAP**, merely nullifies it.

Attack

TELEPATH

This spell lets you see any one person's cards, one time only.

Neutral/Counteraction

TELEPORT

This spell lets you move up to four spaces (not diagonally) from where you are, ignoring walls and objects. You may take your normal movement before playing this card, but your movement ends after you play it.

Attack

LOS

TELEPORT OPPONENT

This spell lets you move opponent's piece to any square on the board, excluding solid blocks of stone, but including otherwise occupied spaces.

Neutral

THORNBUSH

Creates a thornbush that permanently blocks an entire square. Five points of damage will destroy it. If a player enters it, his turn ends, he loses his following turn, and he takes one point of physical damage from thorns. One cannot attack or be attacked while in a bush, or attack through a bush.

Attack

LOS

THOUGHT STEAL

Remove and keep any two cards from an opponent's hand. Includes displayed cards.

Trap

TRAP!

You fool! You just walked into an old trap. Display immediately, lose your next turn and draw another card.

Neutral

UGLY

You momentarily become so ugly that all opponents in L.O.S. retreat as far away as necessary to avoid L.O.S., along the shortest path available. This happens during your turn. Passage through firewalls and bushes blocks L.O.S. For multiple corridor choices, opponent rolls D4 for random direction. Affects SHRUNK and INVISIBLE opponents.

Object

VISIONSTONE

POWER: Allows vision through one wall (any type) or door. Only functions when YOU want it to. L.O.S. spells can be used. This card will not work with the UGLY spell, as opponent cannot see you. This card is permanent. Display when used.

Neutral/Counteraction LOS

WALL OF FIRE

Creates a barrier of fire across any corridor. passing through it does four points of magical damage. As counteraction, it will stop a waterbolt. Duration equals NUMBER card played.

Attack

LOS

WATERBOLT

Does magical damage equal to the accompanying NUMBER card, or knocks opponent back of squares equal to the NUMBER card, or a combination thereof, as chosen by the caster.

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Neutral/Counteraction Los

WATERWALL

The moment you create it, it collapses, washing away any player within two spaces back two spaces (including the caster). If a player can't go straight back two spaces, he takes one point of physical damage per space he cannot move. Acts as counteraction to FIREBALL or WALL OF FIRE. Has no effect on another wall.

Attack

WIZARDBLADE

Does magical damage equal to the NUMBER card played. Does NO damage without a NUMBER card. Must be on same square as opponent to attack.. If target fills an entire square, you must be in an adjacent square to use. Permanent. Display when used.

Neutral

THORNBUSH

Creates a thornbush that permanently blocks an entire square. Five points of damage will destroy it. If a player enters it, his turn ends, he loses his following turn, and he takes one point of physical damage from thorns. One cannot attack or be attacked while in a bush, or attack through a bush.

Attack

LOS

FIREBALL

Does five points of magical damage and destroys all magical stones an opponent is carrying, if any of the points get through.