

Neutral

ADRENALINE

Allows 2 attacks in one turn. Duration equals NUMBER card played. cast on yourself.

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.

Neutral

BIG MAN

Makes you so large that you fill up to corridor (but gives you no extra life-points). Other players cannot pass you, cast spells past you, punch you, or enter your square, nor can monsters. You can push other players or monsters (in an adjacent square) down the corridor ahead of you as you move (but not other objects). Can also step over a PIT, TACKS, or KILLER OOZE, SHRINK will nullify it. Duration equals NUMBER card played.

Attack

LOS

BLASTER STICK

A magic wand that does 3 points of magical damage per charge. Number of charges is determined before use by NUMBER card played. After charges are used up, discard. Only one charge can be used per turn, as with all magic sticks.

Neutral

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 or she takes 4 points of physical damage. Boobytrap is permanent until triggered. You, as the caster, may move across the boobytrapped token without harm. Can also cast when BLINDED.

Attack

CHAOS

Each player counts his or her cards, then everyone tosses them in a pile and they are redistributed randomly, each player receiving the same number that they started with. ABSORB SPELL will absorb CHAOS, FULL SHIELD removes a player from participation. REFLECTIONS have no effect.

Neutral

LOS

CREATE DOOR

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.

Neutral

LOS

CREATE PIT

Create a square pit. To jump over, roll a D4. If you roll a 1, you miss, fall in, and take 2 points damage. Roll a 1 or 2 on later turns to climb out. Takes 1 whole turn to climb into a pit. WATERWALL created within 2 spaces does 2 more points damage to the person in the pit, but lifts him to the top of the pit. Water drains in 1 turn. Can swim across pit using normal movement when filled. Doors adjacent to a pit cannot be opened on that side. FILL SQUARE WITH STONE fills a pit. Other objects can be created or left in a pit.

Attack

LOS

CREATE SKELETON

Creates a skeleton under command of caster. Moves at a rate of 3. Punches opponents for 2 points of damage while in same square as opponent. Takes 4 points of physical damage to destroy it, otherwise it is permanent.

Attack

LOS

CREATE TROLL

This rock-hard beast can punch a player (or a wall, etc.) for a D4 of damage. He moves at a rate of 3, controlled by creator. Moves immediately before the creating player. Takes 6 points of damage to destroy him, but at the end of each turn (the creator's turn) he gets back one point. Cannot carry

Attack

LOS

CREATE WRAITH

This spell creates a wraith that moves through 1 wall or object per turn at will. If it enters the same square as a player (touching him), that player 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, and moves 3 spaces per turn. REFLECTIONS used on the wraith's touch will damage the wraith.

Neutral

DEJA-VU

Allows you to go through the discard pile and retrieve any one card.

Attack

DISEASE

You're the carrier! The disease caused by this spell does not affect you, only others. If you enter a square with another player (or players), each takes 3 points physical damage from the disease. Disease is short-lived, you must infect a player every turn for it to do any damage. Duration that you are the carrier equals NUMBER card played. REFLECTIONS have no effect against its physical damage. AMPLIFY+DISEASE only doubles duration, not the strength of the spell.

Neutral

LOS

DISPEL CREATION

This spell un-creates any created object or creature. (A destroyed wall is not considered a created object. However, a pit is). If a SLIME is dispelled, any spells trapped in it disappear. If a PIT is dispelled, any objects that were in it appear at floor level.

Neutral

LOS

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Neutral

LOS

DUST CLOUD

A permanent magical cloud of dust that obscures a square space. If a player enters it, he must roll a D4 (each number signifying a direction) to see where he went (or if a spell is cast, where the spell went). Bumping into a wall counts as 1 space of movement. Roll once for every space of movement attempted. L.O.S. spells will not pass through DUST CLOUD, nor will VISIONSTONE.

Counteraction

EMPATHY

Any attack done in any form against you acts against both you and the caster of the spell.

Duration equals NUMBER card played, starting in player's turn in which it is cast.

Neutral

FEAR

When you cast this spell on yourself, no player or monster will move to within 3 spaces of you, even if walls separate you. Players or monsters must move away from you on their turn if within range, if they can (unless normally immobile, like FIRE IMP, or if at a dead end), even if the only option is to use a card or run into a dangerous obstacle to escape. Opponent chooses direction to run when options exist, as long as it is not toward you! Duration equals NUMBER card played.

Neutral

LOS

FILL SQUARE WITH SLIME

Fills an entire square with a cube of lime-flavored gel. Any pushing their way through end their turn upon entering and may not leave until the next turn (monsters, too). Spells cast at the slime get stuck there, and affect anyone in the slime or entering it later on (spells "go off" only once). Counteractions against "trapped" attacks do not affect the caster of the attack. A 5 point WATERBOLT will wash it away, or a WATERWALL. There is no L.O.S. through it.

Attack

LOS

FIRE IMP

Creates a floating, stationary fire imp that shoots anybody coming within L.O.S. with 2 points of magical fire-damage (once per turn per player in L.O.S.). This happens the moment a player enters L.O.S. with the imp, or is in L.O.S. at the start of that player's turn. The imp will attack his creator if he can (but not on the turn created). Imp is permanent, but any WATERBOLT or WATERWALL will destroy it. Imp cannot see through a FIREWALL!

Trap

GIFT FROM BELOW

Sorry, bud. You lose 3 points to magical damage, now. Play this immediately on yourself, then discard and redraw. Discard without any damage taken if this is dealt on the first turn.

Instant

GIFT FROM GOD

Add 3 points to your total, now. You may go higher than 15 points.

Neutral

LOS

GLUE

This spell keeps an object in place for a duration equal to twice the NUMBER card played, making it impossible for any other player to pick it up. Spell does not work on humans or monsters.

Object

HANDFUL OF TACKS

Not a spell. Fills one square with tacks. A player will take 3 points of damage if crossing them, or must use two turns (starting the turn a player come up adjacent to them) to sweep hem up and reuse them later (or discard them). WATERWALL washed then away.

Attack

LOS

HEAVE-HO

This spell lets you throw a carried treasure at someone or something (including an empty space). Physical damage equals the number of spaces thrown. The spell is actually cast on yourself, so REFLECTION won't work with it. If thrown diagonally, measure the distance as the number of spaces a player would move. The attack is physical and not a spell.

Attack

LOS

IDIOT

Opponent heads straight for the nearest of his own treasures, during his own turns. He can do nothing else but cast Counteraction spells if needed. This lasts until opponent is on his own treasure, saying "What am I doing here?". Then he may move normally. In case of REFLECTION, both players are affected, as this is in essence a duration-type spell. This spell ends if both opponent's treasures are currently being carried.

Attack

ILLUSIONARY ATTACK

Cast an illusionary attack spell of your choice. The other player has a 50% chance (1 or 2 on the D4) of believing the spell to be real. If so, he takes damage from the spell. If the attack spell requires a NUMBER card, then one must e provided. If the attack normally requires L.O.S., so does the illusion. Only players and monsters are affected, not objects.

Special

INTERRUPT

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

Neutral

LOS

KILLER OOZE

Covers the surface of one square of the floor with acidic ooze. Any character entering the square takes on point of damage, and on a roll of 1 or 2 on the D4, falls down, dropping treasure, taking two more points of physical damage, ad is unable to move for the rest of the turn. Any following turns that he tries to stand and exit must be rolled again as stated. Only 5 points of fire damage will destroy the ooze.

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.

Neutral

MAD DASH

This spell doubles your movement (including NUMBER cards and other add-ons) for one turn. You cannot carry treasures while exerting yourself under MAD DASH.

Attack

MENTAL FORCE

Opponent moves three spaces to wherever you say. REFLECTION allows both players to move one another 2 spaces.

Attack

LOS

MENTAL SWAP

Trade card hands with any other player, if you want to. FULL REFLECTION only nullifies this spell.

Special

OPPORTUNITY FIRE

You may perform an attack out of turn, interrupting another player's turn. The other player must not be moving and must finish any spell started before you may perform your attack.

Neutral

PERMAWARP

Take two Warp tokens and place them anywhere on the board (except home bases). This is now an open warp from one token to the other, and movement between them counts as one space. You can't create an object on a PERMAWARP, but you can put down an object there, or walk around it in the same space. There is not L.O.S. through the warp.

Neutral

POWER ATTACK

This spell allows you to use up points from your life-points to add to your own attack for damage-point type spell, including magic stick spells.

Neutral/Counteraction

REMOVE CURSE

Remove effects of duration-type spells, even after they have taken effect, including spells which won't let you cast other spells while in effect, or spells that make you lose turn. Also will stop any "good" duration spell another player may be using on himself. Will work on permanent spells. There is only a limited chance of success against SHRINK and INVISIBLE though.

Neutral

REWARP

Swap two external sector exits. Signify their new directions by placing the A.A tokens on one set of exits and the B.B tokens on the other set of exits. These stay in place unless any one token of the four is moved by use of RELOCATE SECTOR, in which case REWARP goes away. REWARP affects entire sector sides. ROTATE SECTOR does not rotate the counters.

Neutral

LOS

ROSEBUSH

Creates a fragrant but thorny rosebush which fills one entire square when created, and is permanent. Causes 3 points of damage to anyone passing through it. There is no L.O.S. through it.

Neutral

LOS

SAFE

Lock a treasure or item in a magical safe too heavy to be carried. All LOCK-type cards will work on it. To smash it open takes 15 points of damage. Getting an item from a safe counts as picking that item up. SAFE dispels if object removed. Creator of SAFE knows the combination, and need not use PICK LOCK to open.

Attack

LOS

SHADOW

Create SHADOW at the cost of one life-point per turn, starting the turn created. This image can punch, move, and carry objects, but cannot cast spells. The shadow cannot be altered by spells such as MIST-BODY, SHRINK, etc. Any damage at all destroys it. Movement (3) begins the turn the SHADOW is created. Sustaining the SHADOW during a "lost turn" still costs a life-point.

Attack

LOS

SHIFT STICK

Moves opponent one space from where he is, to whichever adjacent space you chooses (note that he could be shoved through a stone wall). Not useable on self. The number of charges on this magic wand equals the NUMBER card played with it on its first use. Discard after all charges are gone. Can only use one charge per turn.

Attack

LOS

STICKY STICK

A magic wand that covers an enemy with webs, reducing movement by -3 (enemy can still use NUMBER cards for movement). Lasts one turn. Any fire-damage done to player in webs causes 2 extra points of damage due to webs burning. the wand has a limited number of charges determined by a NUMBER card played before use. Discard the wand when last charge is gone.

Neutral

STRENGTH

This spell doubles all physical damage you do to others, and allows you to physically tear a treasure out of the grasp of another player if you occupy the same space (an attack). The other player must roll a 1 on the D4 to retain the treasure each turn. Duration equals NUMBER card played.

Neutral

LOS

SWAP HOME BASES

Swap your home base with any other player, so long as you both have an equal number of treasures on your home bases. You must be within L.O.S. of the other player with whom you are swapping.

Attack

LOS

SWAP MEET

This spell lets you swap any two carried items (your choice) with another player. REFLECTION nullifies the spell. FULL REFLECTION lets the other player decide which objects, if any, will be swapped.

Neutral

LOS

SWARTHMORE'S ENCHANTMENT

This spell adds one point of magical damage to the damage done by any physical object (such as DAGGER, MAGIC STONES or THORNBUSH, etc.) This enchantment is permanent unless REMOVE CURSE is cast on the object.

Attack

LOS

THIEF

This is not a spell. You may take on physical item from any other player if you occupy the same square as him or her. The item may not be a treasure.

Attack

THUMB OF GOD

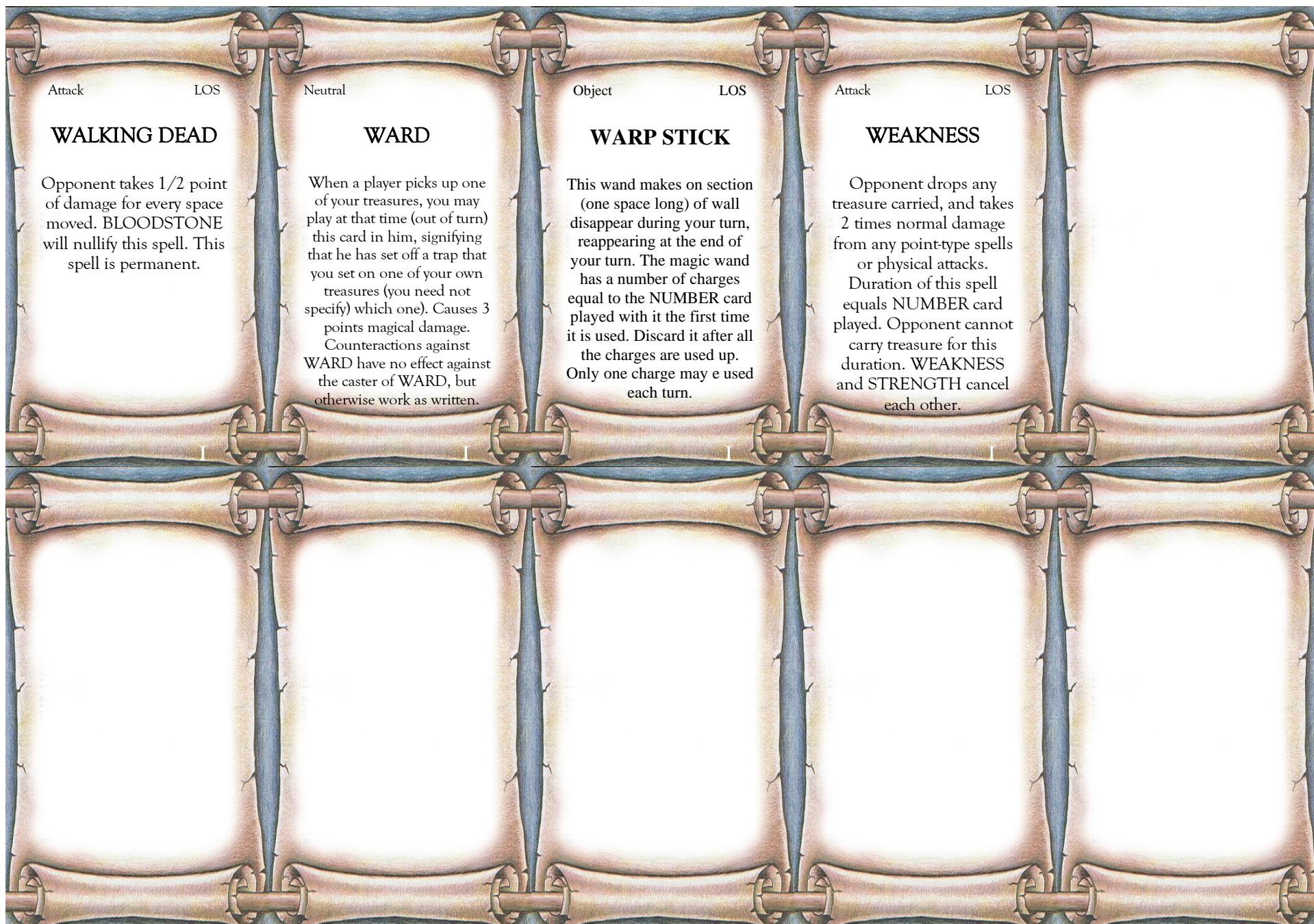
Allows you to flip the die from a distance of no less than six inches onto the board so as to hit playing tokens. whichever space the tokens land closest to it where they must be located, including tokens knocked off the board. There is no Counteraction against this spell.

Neutral

LOS

TRADER

Swap any two items that are resting on the floor, both within you line-of-sight. Does not overcome GLUE. Does not work on players or monsters.



Attack

LOS

Neutral

WALKING DEAD

Opponent takes 1/2 point of damage for every space moved. BLOODSTONE will nullify this spell. This spell is permanent.

WARD

When a player picks up one of your treasures, you may play at that time (out of turn) this card in him, signifying that he has set off a trap that you set on one of your own treasures (you need not specify) which one). Causes 3 points magical damage. Counteractions against WARD have no effect against the caster of WARD, but otherwise work as written.

Object

LOS

WARP STICK

This wand makes one section (one space long) of wall disappear during your turn, reappearing at the end of your turn. The magic wand has a number of charges equal to the NUMBER card played with it the first time it is used. Discard it after all the charges are used up. Only one charge may be used each turn.

Attack

LOS

WEAKNESS

Opponent drops any treasure carried, and takes 2 times normal damage from any point-type spells or physical attacks. Duration of this spell equals NUMBER card played. Opponent cannot carry treasure for this duration. WEAKNESS and STRENGTH cancel each other.