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Wiz-War - Basic Set cards

*only **1 copy** of each page is needed

***Cardbacks** are not included in this file.
If you want to use **2-sided** printing, wait until **carbacks** will be included.

"Magic Stone" redesign
by Ilya Baranovsky (Ilya 77)

Blind

Enchantment/Curse

Blinds opponent. Victim must roll D4 for direction when attempting to move, throw **items**, engage in combat, or cast LOS **spells** on anyone but self. Bumping into a wall counts as one space of movement; re-roll for each movement point. Picking up **items** is difficult (1-2 on D4); each attempt costs 1 movement. (Misdirected **spells** go intended distance, or dissipate if they cannot. Cannot hit unintended opponents.) Duration - **number card**.

Buddy

Enchantment/Curse

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

(Neither opponent's **monsters** nor yours are bound by this pact.)

Card Erasure

Spell

Name a card, then remove and discard it from opponent's hand.

If opponent doesn't have that card, this is still considered your **attack** for the turn.

Dagger

Item

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

Retrievable by anyone after it is thrown.

Drop Item

Spell

Opponent drops any one **item** you specify.

Drop Item

Spell

Opponent drops any one **item** you specify.

Fireball

Spell

Searing flames inflict 5 magical damage.

If any of the damage gets through, Fireball also destroys all **magic stones** opponent is carrying.

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Go Away

Enchantment/Curse

Opponent must move away a number of spaces equal to the **number** card played, in a line as straight as possible.
Roll D4 for random direction, if necessary.

Opponent also loses **1 turn**.

Large Rock

Item

This hefty stone causes 2 damage when thrown.

Retrievable by anyone after it is thrown.

Lightning Blast

Spell

Inflicts magical damage equal to the accompanying **number** card.

If any damage gets through, opponent also loses **1 turn** while recovering from electrified senses.

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Spell

Inflicts magical damage equal to the accompanying **number** card.

If any damage gets through, opponent also loses **1 turn** while recovering from electrified senses.

Lock In Place

Enchantment/Curse

Stops movement of opponent. He may still cast spells, but cannot move or be moved in any way
(including Teleportation).

Duration = **number** card.

Medusa

Enchantment/Curse

Opponent cannot move, act, or cast spells, including **counteractions**.

However, opponent is also immune to any damage.

Duration = **number** card.

No Spell

Enchantment/Curse

Opponent cannot use any **spell**, but may still use **items** (even magical ones) and **number** cards.

Duration = **number** card.

Power Drain

Spell

Drains **number** life points from an opponent, adding them to your own total.

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Powerthrust

Spell

This telekinetic strike causes magical damage equal to 2 points plus an (optional) accompanying **number** card.

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Slow

Enchantment/Curse

Reduces opponent's movement to 1 space per turn (can't add **number** cards or other speed-enhancing spells), and his attacks to every second turn.

Duration - **number** card.

Slow Death

Enchantment/Curse

Curses opponent, causing 1 magical damage whenever he draws a new card. This is permanent.
Opponent can have less than seven cards in his hand if desired.
Absorb Damage and Blunt work momentarily against this card.

Stone Dead

Spell

Does magical damage to opponent equal to the **number** card played
times the number of **magic stones** he carries.
If **reflected**, does 1/2 damage to each player based on their own **stones**.

Sudden Death

Spell

Does 10 magical damage to any target.

Swap

Spell

Swap places with any opponent. Counts as your movement for the turn.

Full Reflection, if used against Swap, merely nullifies it.

Telepath

Spell

View any one opponent's cards, one time only.

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Teleport Opponent

Spell

Teleports opponent to any square on the board, excluding squares that permit no occupant (e.g., Solid Stone), but including otherwise occupied spaces.
If **reflected**, opponent chooses where to send you -- but unlike a regular Teleport, you may still finish your normal movement.

Thought Steal

Spell

Remove and keep two random cards from an opponent's hand, including ones that are displayed.

Waterbolt

Spell

Blasts target with water. Power equals **number** card played; for each point, you may either cause 1 point of physical damage or move the target 1 space away from you (if it is moveable).
Targets cannot be washed around corners, but if hit at an angle they can be washed in the direction most nearly backwards.
Extinguishes fires.

Waterbolt

Spell

Blasts target with water. Power equals **number** card played; for each point, you may either cause 1 point of physical damage or move the target 1 space away from you (if it is moveable).
Targets cannot be washed around corners, but if hit at an angle they can be washed in the direction most nearly backwards.
Extinguishes fires.

Waterbolt

Spell

Blasts target with water. Power equals **number** card played; for each point, you may either cause 1 point of physical damage or move the target 1 space away from you (if it is moveable).
Targets cannot be washed around corners, but if hit at an angle they can be washed in the direction most nearly backwards.
Extinguishes fires.

Wizardblade

Item

Each time you play a **number** card on the Wizardblade, you can attack once for that much magical damage.
Does no damage without a **number** card.
Wizardblade damage is considered a **spell**.

Absorb Damage

Spell

Reduces by up to 3 life points any damage (magical or physical) done to you by a single attack.

Has no effect on **enchantments**.

Absorb Damage

Spell

Reduces by up to 3 life points any damage done to you (magical or physical) by a single attack.

Has no effect on **enchantments**.

Absorb Spell

Spell

Nullifies and takes into your hand one spell card used directly against you.
Does not include **number** cards.

Will work against **counteractions** that affect you directly (e.g., Reflection, Double Back), but not against Full Shield, Anti-Anti, objects, or any spells that objects and creations produce.

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Anti-Anti

Spell

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. Will not work against Remove Curse, as it does not **counter** the attack spell, but merely stops the ongoing effects of the spell.

Blunt

Spell

Reduces any damage done to you by 1/2. Round fractional damage up. Works on point or duration-based spells (**enchantments),** or on physical damage.
If Blunt is played twice in a row, the second acts after the first; they do not cancel the damage entirely.

Blunt

Spell

Reduces any damage done to you by 1/2. Round fractional damage up. Works on point or duration-based spells (**enchantments),** or on physical damage.
If Blunt is played twice in a row, the second acts after the first; they do not cancel the damage entirely.

Full Reflection

Spell

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

Full Shield

Spell

Stops any **spell** attack.
Does not stop any physical attack.

Will stop Wizardblade for only one attack.

Full Shield

Spell

Stops any **spell** attack.
Does not stop any physical attack.

Will stop Wizardblade for only one attack.

Reflection

Spell

A spell cast against you works 50% on both parties.
Only works on point-based or duration-based spells.
Round fractions up (e.g., a single lost turn, when divided and rounded up, is a lost turn for both players).

Reflection

Spell

A spell cast against you works 50% on both parties.
Only works on point-based or duration-based spells.
Round fractions up (e.g., a single lost turn, when divided and rounded up, is a lost turn for both players).

Reverse Damage

Spell

Instead of losing points in a **spell** 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.

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Bloodstone

Item

POWER: While you have this stone, any damage you sustain is reduced by 1 point (prevents damage from Slow Death).

Display when used.

Brainstone

Item

DISPLAY IMMEDIATELY.
POWER: When you first draw this card , draw two more cards also.

While you have this stone, your hand limit is 9 cards (including this one).

Powerstone

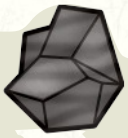
Item

POWER: While you have this stone, add 1 to any **number** card played.

Display when used.

Shadowstone

Item



POWER: While you have this stone, any damage you do physically (e.g., punch or Dagger) to an opponent adds to your points equal to the damage done.

Display when used.

Shieldstone

Item

POWER: While you have this stone, you may 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. Display when used.

Soulstone

Item

POWER: While you have this stone, your last 3 life points 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. Display when used.

Speedstone

Item

POWER: While you have this stone, your movement rate is increased by 1.

Display when used.

Visionstone

Item

POWER: While you have this stone, you can see and cast LOS spells through any one wall (any type) or door. Only functions when you want it to. **Reflected** spells will not get back to you if the opponent does not have LOS. Does not work with Ugly, as opponent cannot see you. A corner counts as two walls. Display when used.

Add

Modifier

You may add two **number** cards together for any single action.

These **number** cards must be played together, immediately upon using the Add **modifier**.

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Amplify

Modifier

Doubles the power or length of one point-based or duration-based **spell**. Two Amplify spells quadruple spell power when used together.
If used with Shieldstone, Wizardblade, or other permanent **magic items**, only affects that item for one use.

Amplify

Modifier

Doubles the power or length of one point-based or duration-based **spell**. Two Amplify spells quadruple spell power when used together.
If used with Shieldstone, Wizardblade, or other permanent **magic items**, only affects that item for one use.

Around the Corner

Modifier

Cast any LOS spell around one corner (up to 180 degrees).

Reflections will still reach you.

Create Wall

Created Object

Creates a section of permanent wall, one square long.

Create Wall

Created Object

Creates a section of permanent wall, one square long.

Destroy Wall

Spell

Completely crumbles one section of wall.
Anyone in either square next to the wall takes 4 physical damage (not considered an attack).

Will also destroy wall sections with doors.

Destroy Wall

Spell

Completely crumbles one section of wall.
Anyone in either square next to the wall takes 4 physical damage (not considered an attack).

Will also destroy wall sections with doors.

Dispel Creation

Spell

This spell un-creates any created **object** or **character**. (A destroyed wall is not considered a creation.) **Spells** that are inside or on dispelled creations dissipate harmlessly.
If a Pit is dispelled, anything that was in it appears at floor level.

Extend

Modifier

Doubles the length of the accompanying **duration-based spell**.

Will also work with Amplify.

Must be used when spell is first cast.

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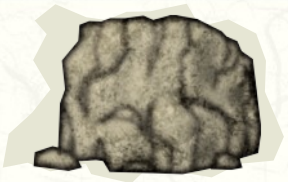
Fill Square With Stone

Created Object

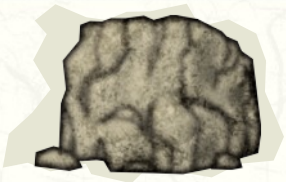


Creates an impenetrable block of stone completely filling an empty square (blocks LOS, walking through and flying over).

This not a wall, so no "wall" associated spells will affect it.

Fill Square With Stone

Created Object



Creates an impenetrable block of stone completely filling an empty square (blocks LOS, walking trough and flying over).

This not a wall, so no "wall" associated spells will affect it.

Illusion Wall

Created Object

Creates a fake wall, one square long. Each character has one 50% (1 or 2 on a D4) chance to see that it is fake, when they gain LOS 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 items, and can take damage. If a believer destroys an Illusion Wall, it is only destroyed with respect to that character, not everyone else. Caster may move through it freely.

Jam Lock

Action

Not a spell.
Lets you permanently jam a door lock so that nobody can use that door.

You also may not pass through.

Master Key

Item

Display when used.
While you have this item, you may unlock any door that you are adjacent to (but door locks again behind you). You may "hold the door open" for others, if you wish. Does not work on a Jammed Lock.

Mist Body

Enchantment/Curse

Recipient turns to mist, and can pass through doors and other obstacles that aren't air-tight (solid walls are).
May not attack or be attacked physically, except by fire.
Items become "misted" when touched, so recipient may pick up and carry items normally.
Any dropped or thrown item becomes solid.
Recipient can ignore Safes.

Duration = **number** card.

Pass Through Wall

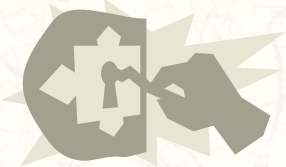
Spell

Allows single passage through one wall or door.

Works on Illusion Wall, normal walls, Wall of Fire, etc.

Pick Lock

Action



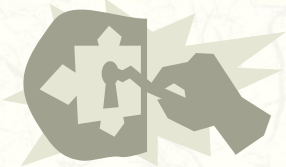
Not a spell.
Unlocks an adjacent door (but the door will re-lock behind you).

You may "hold the door open" for others, if you wish.

Discard after use.

Pick Lock

Action



Not a spell.
Unlocks an adjacent door (but the door will re-lock behind you).

You may "hold the door open" for others, if you wish.

Discard after use.

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Pick Lock

Action

Not a spell.
Unlocks an adjacent door (but the door will re-lock behind you).

You may "hold the door open" for others, if you wish.

Discard after use.

Pick Lock

Action

Not a spell.
Unlocks an adjacent door (but the door will re-lock behind you).

You may "hold the door open" for others, if you wish.

Discard after use.

Power Run

Spell

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.

Relocate Sector

Spell

Allows you to relocate (but not rotate) any one sector to any other area, so long as all sectors are still connected together (directly or indirectly).
Any affected **autowarp** and **rewarp** tokens disappear, replaced by straight-across warps.

Remove Lock

Action

Not a spell.

Permanently removes lock from any one adjacent door.

Door is still considered to block LOS.

Rotate Sector

Spell

Allows you to rotate any one sector 90 degrees.

Speed

Spell

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 <u>before</u> new cards are drawn after first turn.
You may draw cards after each turn. Any **creatures** you control get an extra turn, too.

Speed

Spell

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 <u>before</u> new cards are drawn after first turn.
You may draw cards after each turn. Any **creatures** you control get an extra turn, too.

Thornbush

Created Object

Creates a thornbush that permanently blocks an entire square.
5 points of damage will destroy it.
If a character enters it, <u>his turn</u> ends, he loses <u>his next turn</u>, and he takes 1 point of <u>physical</u> damage from thorns.
Blocks LOS.

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Thornbush

Created Object

Creates a thornbush that permanently blocks an entire square.
5 points of damage will destroy it.
If a character enters it, his turn ends, he loses his next turn, and he takes 1 point of physical damage from thorns.
Blocks LOS.

Ugly

Spell

Recipient momentarily becomes so ugly that all opponents in LOS immediately retreat as far away as necessary to avoid LOS, along the shortest path available. This happens during your turn. Passage through Firewalls and Bushes blocks LOS. For multiple corridor choices, opponent rolls D4 for random direction. The ugliness fades immediately after taking effect.

Drag

Spell

Drags any **character** or uncarried, moveable **object** or **item** towards you until it runs into a solid obstacle (such as a wall) or arrives in your square.
Anyone dragged into/through an obstacle suffers normal effects.
No effect on anything Glued down or Locked in Place.
Will work with modifiers such as Around the Corner.
Considered an **attack** if cast on opponent.

Invisible

Enchantment/Curse

Your (or your **creature**) becomes invisible.

Any attack on Invisible has only a 1 in 4 chance of hitting.

Duration = **number** card.

Reuse Spell

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**).

Shrink

Enchantment/Curse

Recipient shrinks.
Opponent must roll a 1 or 2 on the D4 to hit in any attack.
Attacks that miss hit nothing.
Base movement is halved (round up), but **number** cards can be played normally.
Cancels Big Man.

Duration = **number** card.

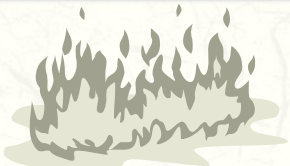
Teleport

Spell

Lets you teleport to any square within 4 spaces, but not to a **home base**. You may take your normal movement before playing this card, but your movement ends after you play it. If used as a **counteraction**, the attack has no chance of hitting and hits nothing. (If destination is not an empty square, you are affected normally by any contents.)

Wall Of Fire

Created Object



Creates a temporary barrier of fire across any corridor.
Anyone passing through it takes 4 magical damage.
As a **counteraction**, it will stop a Waterbolt. Blocks LOS.

Duration = **number** card.

Waterwall

Spell

Creates a wall of water that instantly collapses, washing any character within 2 spaces back 2 spaces (including you, if applicable). Anyone who can't go straight back 2 spaces takes 1 point of physical damage for each space not moved. Acts as **counteraction** to Fireball or Wall of Fire (while still washing characters). Extinguishes any fire in its path. Can't be cast up against another wall, only between two spaces.

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2 # Two 2

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5 # Five 5

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6 # Six 6

Number

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6 6

Trap!

Spell

DISPLAY IMMEDIATELY.
You fool! You just walked into an old trap.

Lose your next turn. Discard after use and redraw.

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Blaster Stick

Item

Each charge inflicts 3 magical damage.

Charges = **number card**.

Usable once per turn; discard when used.

Chaos

Spell

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.

Democratic Monster

Created Monster

3*
5
2

Creates a horribly ugly monster that all players get to move (3 spaces per each player's turn).

It has 5 life points and does 2 physical damage with its claws. It may attack only one player per round of turns.

Disease

Enchantment/Curse

You're the carrier! The disease caused by this spell does not affect you, only others. If you enter an occupied square, each opponent present takes 3 physical damage from the disease. You can infect multiple opponents, but each of them just once per turn, and you must re-infect them each time you want to do damage. Reflections have no effect. Amplify only doubles duration, not the strength of the spell.
Duration = **number card**.

Fire Imp

Created Monster

-
1*
2

Creates a floating, stationary Fire Imp that shoots anyone coming within LOS, doing 2 magical fire damage (once per turn per target in LOS). This happens the moment anyone enters LOS with the imp, or is in LOS at the start of that target's turn. Imp will attack his creator if he can (but not on the turn created). Imp is permanent, but any water will destroy it.

Heave-Ho

Action

Not a spell. Throw the Treasure you are carrying at someone or something (including an empty square).
Physical damage equals the number of spaces thrown.
If thrown diagonally, measure the distance as the number of spaces a wizard would move.

Idiot

Enchantment/Curse

Opponent heads straight for the nearest of his own Treasures (he may choose to avoid obstacles), during his own turns. He can do nothing else but cast **counteractions**, or use other **spells** that help him get to the treasure. Curse ends once victim reaches his own treasure, or if both of his treasures are being carried. If Reflected, both players are affected.

Illusionary Attack

Spell

Cast an illusionary **attack spell** of your choice (you don't need to have the attack spell card in your hand). 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 be provided. If the attack normally requires L.O.S., so does the illusion. Only players and monsters are affected, not objects.

Mental Force

Spell

Opponent anywhere on the board moves 3 spaces to wherever you say.

Reflection allows both players to move one another 2 spaces.

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Mental Force

Spell

Opponent anywhere on the board moves 3 spaces to wherever you say.

Reflection allows both players to move one another 2 spaces.

Mental Swap

Spell

View opponent's cards, then optionally trade hands with that player.

Full Reflection only nullifies this spell.

Shift Stick

Item

Each charge moves opponent one space from where he is, to whichever adjacent space you choose (even through a wall). Not useable on self. Charges = **number card**. Usable once per turn; discard when used.

Skeleton

Created Monster

3
4*
2

Creates an undead skeleton warrior that you control. Movement: 3, Life: 4.

Skeleton punches for 2 physical damage, and only physical damage can destroy it.

Sticky Stick

Item

Each charge covers an enemy with webs, reducing movement by -3 (enemy can still use **number card** for movement). Lasts one turn. Any FIRE damage done to someone in webs burns the webs off and causes 2 extra points of damage. Charges = **number card**. Usable once per turn; discard when used.

Swap Meet

Spell

Swap any two carried **items** (your choice) with an opponent.

Reflection nullifies the spell.

Full Reflection lets the opponent decide which items, if any, will be swapped.

Thief

Action

Not a spell.
You may steal one non-Treasure **item** from an opponent in your square.

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

Troll

Created Monster

3
6*
1-4

Creates a rock-hard beast that you control.

Movement: 3, Life: 6.

Troll punches for 1-4 damage, and at the end of each turn it can regenerate 1 lost life point.

Walking Dead

Enchantment/Curse

Curses opponent, causing 1/2 point of damage for every space he moves.

This is **permanent**.

Bloodstone will nullify the effect.

WIZ
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Weakness

Enchantment/Curse

Opponent drops any Treasure carried, and takes 2 times normal damage from any point-type spells or physical attacks. Opponent cannot carry treasure for this duration.
Weakness and Strength cancel each other.
Duration = **number card**.

Wraith

Created Monster

3
4
2*

Creates a sinister, undead wraith that you control. Movement: 3, Life: 4. Wraith can move through one wall or other obstacle per turn at will. If touched by the wraith, opponents take 2 magical damage and lose a random card. Reflections used on the wraith's touch will damage the wraith.

Remove Curse

Spell

Removes effects of one or more duration-based **spells** or **enchantments** affecting the target. You can even cast this on yourself to cancel a spell which won't let you cast other spells while in effect, or one that makes you lose turns. Can also be cast on an opponent in LOS to remove any "good" **enchantments** affecting him (considered an **attack**). As a **counteraction**, prevents an **enchantment** from taking effect.
Will work on permanent spells, such as LIFESAVER.

Empathy

Enchantment/Curse

Any **attack** done in any form against you acts against both you and the attacker.

Duration = **number card** played, starting in player's turn in which it is cast. Will not work against an already-active spell, just new ones.

Adrenaline

Enchantment/Curse

Recipient may **attack** twice per turn.
Doesn't override any limits on how often a specific **item** may be used.

Duration = **number card**.

Alter Ego

Created Monster

-
1
-

Creates 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 within LOS for it to do so.

Any damage at all destroys it.

Big Man

Enchantment/Curse

Makes recipient so large that he fills up the corridor. No one can pass him, cast **spells** past him, or enter his square. Can reach and be reached from an adjacent square. Can push others (but not **items**) down the corridor ahead of him as he moves. (At intersections, opponent gets to decide which branch to enter.) Can also step over short obstacles like a Pit, Tacks or Killer Ooze. Big Man and Shrink cancel each other. Duration = **number card**.

Boobytrap

Created Object

Take three blank tokens and the boobytrap token, placing each of them face down on empty squares. Whoever first walks over the one boobytrapped token takes 4 physical damage. You and your controlled **creatures** may move across the boobytrapped token without harm, unless Blind. **Permanent** until triggered. Spells affecting **creations** target just one of the tokens.

Create Door

Created Object

Creates a locked door in a solid wall or across a corridor. If created adjacent to you, you may hold it open as it appears. If cast on an Illusion Wall, it modifies the existing illusion to be that of a wall with a door in it (still real to believers, but not there for non-believers).

WIZ
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Deja-Vu

Spell

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

Dispel Creation

Spell

This spell un-creates any created **object** or **character**. (A destroyed wall is not considered a creation.) **Spells** that are inside or on dispelled creations dissipate harmlessly. If a Pit is dispelled, anything that was in it appears at floor level.

Dispel Creation

Spell

This spell un-creates any created **object** or **character**. (A destroyed wall is not considered a creation.) **Spells** that are inside or on dispelled creations dissipate harmlessly. If a Pit is dispelled, anything that was in it appears at floor level.

Dust Cloud

Created Object

Creates a permanent magical Cloud of Dust that obscures one square. Anyone passing through it must roll a D4 (each number signifying a direction) to see where he goes (or if a **spell** is cast, where the **spell** goes). Bumping into a wall counts as one space of movement; re-roll for each movement point. Blocks LOS, even if you have Visionstone.
Reaches ceiling.

Fear

Enchantment/Curse

For **number** turns, no one (not even allies) will move to within 3 spaces of recipient, even if walls separate them. All must move away from him on their turn if within range, if they can, even if the only option is to use a card or run into a dangerous obstacle to escape. Those in fear choose which direction to run when options exist, as long as it isn't toward the source of fear!

Fill Square With Slime

Created Object

Creates a cube of lime-flavored gel filling an entire square. There is no LOS through it, nor can it be flown over. Anyone entering the Slime ends their movement for the turn. **Spells** cast at the Slime get stuck there, affecting 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. Destoyed by any Waterwall or a 5-point Waterbolt.

Handful Of Tacks

Item

Not a spell. Fills one square with Tacks.
Anyone walking into them takes 3 physical damage, or must spend an entire turn adjacent to them (doing nothing else) to sweep them up and reuse them later (or discard them).
Waterwall washes them away.

Killer Ooze

Created Monster

Covers the surface of one square with acidic Ooze. Anyone entering the Ooze takes 1 damage, and on a roll of 1 or 2 on the D4, falls down, drops any Treasure, takes 2 more damage, and 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.

Lifesaver

Enchantment/Curse

DISPLAY IMMEDIATELY.
You are now immune to the effects of losing both of your treasures to other players' **home bases**.
This effect is permanent.
Discard after use.
Not applicable in a 2-player game.

WIZ
WAR

Mad Dash

Enchantment/Curse 1

Doubles recipient's movement (including **number cards** and other add-ons) for one turn. One cannot carry Treasures while exerting oneself under Mad Dash. If cast after some movement has been made, doubles remaining movement points.

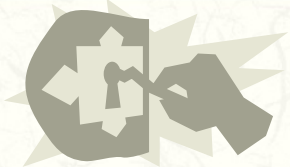
Permawarp

Created Object

Take two Permawarp tokens and place them anywhere on the board (except **home bases**). This is now an (optional) open warp from one token to the other, and movement between them counts as one space. You can drop an **item** on a Permawarp, or walk around it in the same space. There is no LOS through the warp, but it does not block local LOS.

Pick Lock

Action



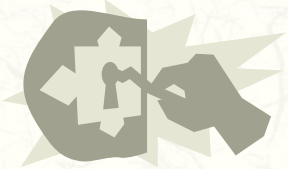
Not a spell.
Unlocks an adjacent door (but the door will re-lock behind you).

You may "hold the door open" for others, if you wish.

Discard after use.

Pick Lock

Action



Not a spell.
Unlocks an adjacent door (but the door will re-lock behind you).

You may "hold the door open" for others, if you wish.

Discard after use.

Pit

Created Object

Creates a Pit. To jump over, 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 into or out of a Pit. Waterwall reaching Pit does 2 damage to anyone in it, but lifts him to top. Drains in 1 turn; can swim across using normal movement when filled. Doors adjacent to a Pit cannot be opened from that side (unless flying). Fill Square With Stone fills Pit, lifting anything in it back up to the main floor. You cannot create **objects** within the Pit.

Power Attack

Modifier

Allows you to use up your life points, adding the amount sacrificed to one of your own point-based **attack spells**, including Magic Stick **spells**.

Rewarp

Spell

Swap two external **sector exits**. Signify their new directions by placing the "A" tokens on one set of exits and the "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.

Rosebush

Created Object

Creates a fragrant but thorny Rosebush which fills one square, blocking LOS.

Causes 3 physical damage to anyone passing through it.
5 points of damage will destroy it.

Safe

Created Object

Creates an immobile Safe, within which you can secure one Treasure or other **item**. All Lock-type cards will work on it. To smash it open takes 15 damage, and it is immune to Fire. Getting an **item** from a Safe counts as picking that item up. Safe dispels if **item** removed. Creator of Safe knows the combination and may open it freely. Like all **creations**, a Safe cannot be placed on a **home base**.

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Shadow

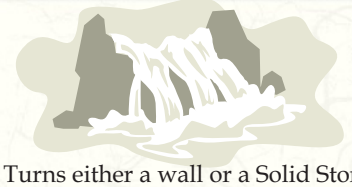
Created Monster

3
1*
1

Creates a temporary, undead Shadow that you control. Maintaining it costs 1 of your life points at the beginning of each turn, starting the turn created. Shadow can punch for 1 damage, move 3 spaces per turn, and carry (but not use) **items**. It cannot be altered by **spells** such as Mist-Body, Shrink, etc. Any damage at all destroys it. Sustaining the Shadow during a "lost turn" still costs a life-point.

Stone To Water

Spell



Turns either a wall or a Solid Stone block into water. A wall turns into a Waterwall with a range of 2. A Solid Stone block turns to a Waterwall with a range of 4. In the latter case, any **character** within 4 spaces is washed back 4 spaces (including you, if applicable). Anyone who can't go straight back 4 spaces takes 1 point of physical damage for each space not moved.

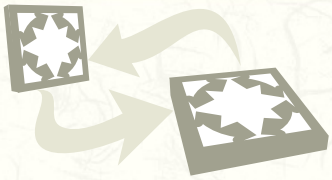
Strength

Enchantment/Curse

Doubles all physical damage recipient does to others, and allows him to physically tear an **item** (including Treasure) out of the grasp of someone in the same space (an **attack**). (This does not count as picking up an **item** and does not end one's turn.) The opponent must roll a 1 on the D4 to retain the **item** each turn. Duration = **number card**.

Swap Home Bases

Spell



Swap your **home base** with any other player, so long as you both have an equal number of Treasures on your **home bases**.

You must be within LOS of the player with whom you are swapping.

Swarthmore's Enchantm

Enchantment/Curse

Adds 1 point of magical damage to the damage done by any **object** or **item** (such as Dagger, Magic Stones, Thornbush, etc.)

This **enchantment** is **permanent** unless Remove Curse is cast on the target.

Trader

Spell

Swap any two moveable **items** that are resting on the floor, both within your line-of-sight.

Does not overcome Glue.

Can't swap an **item** on a **home base**.

Ward

Spell

You may play this card immediately when someone picks up one of your Treasures, signifying that they have set off a trap (you need not specify in advance which treasure is trapped). Causes 3 magical damage; affected opponent also has a 50% chance of dropping the Treasure. **Counteractions** against Ward have no effect against you, but otherwise work as written.

Warp Stick

Item

Each charge makes one section of wall (or door) disappear during your turn, reappearing at the end of your turn.

Charges = **number card**.
Usable once per turn; discard when used.

Glue

Enchantment/Curse

Keeps an **item** in place, making it impossible to pick up, move or drop (if carried).
Considered an **attack** if cast on an opponent's carried **item**.
Does not work on **characters**.

Duration = **2x number card**.

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Interrupt

Spell

STOP THE GAME and cast any one **spell**.

For any **spell** in progress, the interrupting **spell** acts first.

This has priority over Opportunity Fire.

Opportunity Fire

Spell

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**.

Gift From Above

Spell

DISPLAY IMMEDIATELY.

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

Discard after use.

Gift From Below

Spell

DISPLAY IMMEDIATELY.
This **spell** is a trap. Sorry. You lose 3 points to magical damage, now. Play this immediately on yourself, then discard and redraw. (**Counteractions** may be used.) Discard without any damage taken if this is dealt on the first turn. Reflection will work against this **spell**, but no opponent would take any damage.

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2 # Two 2

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5

5 5

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Big Black Bat

Created Monster

10
2
1

Creates a large Bat that you control. Movement: 10, Life: 2. Bat bites for 1 damage. Bat can pick up and carry any one **non-treasure item**. Cannot use **items** (not even passive ones). Can fly over obstacles that don't reach the ceiling.

Brain Drain

Spell

Opponent loses a number of random cards out of his hand equal to the **number card** played. Any **item** lost is discarded, not dropped on the board. Reflection causes both players to lose 1/2 the **number** played (round up).

Burden

Spell

For each **creature** controlled and **item** carried by an opponent, he takes 1 damage due to the excessive Burden he has taken upon himself.

If Reflected, you take damage based on what you control.

Cease-Fire

Enchantment/Curse

No one may **attack** anyone for one round of turns.
Absorb Spell may be used by anyone to **counteract** Cease-Fire; Full Shield will allow only the shielded player to **attack**. Full Reflection by anyone means that only the caster of Cease-Fire cannot **attack**.

Crossbow

Item

When fired, each Crossbow bolt causes 3 damage.
Before taking the first shot, play a **number card** to determine the total number of bolts available.

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

Curse Of The Litter Bug

Enchantment/Curse

Causes opponent to take 2 magical damage each time he drops or throws any **item**. No effect for **items** discarded to discard pile.
If Reflected, both players lose 1 point for each **item** dropped.
This effect is permanent.

Curse Of The Monster Musk

Enchantment/Curse

Curses opponent, causing all **monsters** to move toward and **attack** him (and no one else), regardless of others' demands. You move them during your turn. Victim can transfer this **curse** to anyone in LOS during his turn (an **attack**), thereby becoming controller as they **attack** the newly **cursed** target instead. This effect is permanent.

Exploding Energy

Spell

Causes any magical energy retained by your opponent (that is, any **number cards** in his hand) to suddenly Explode in a burst of light. Add up his **number cards** and discard them; he takes 1/2 the total value in magical sunburn damage (round up). Ignore Powerstone and other **number**-related items. If Reflected, both players lose **number cards** and take 1/4 damage.

Familiar

Created Monster

4
#
2

Creates a loyal black cat that you control. Movement: 4, Life: **number card** played. Familiar does 2 damage with its claws. Can carry one **spell** (face down), which you must choose upon its creation, plus a **number card** if required for the **spell**. Cannot carry **items**. Familiar cannot cast its **spell** on turn created. When the **spell** is used up, it may not get another.

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Firefly Stick

Item

This **magic stick** has charges equal to the **number card** played when first used. Each charge creates a flying Firefly within LOS. (Movement: 5, Life: 1.) Each Firefly can attack someone in its square for 1 magical fire damage. If an opponent takes possession of the **stick**, you still control the Fireflies you created. Waterbolt will destroy all Fireflies in its path; Waterwall has no effect. Usable once per turn; discard after all charges have been used.

Geas

Spell

Causes target **monster** to rebel, pursuing and attacking its creator until dead. (Move the **monster** during your turn.)

For Geas and Control Creation, whichever is cast last takes precedence.

Ghoul

Created Monster

3+
5+
2

Creates a hideous, undead Ghoul that you control. Movement: 3, Life: 5. Ghoul does 2 damage with its claws. Each time it successfully damages a living opponent, the ghoul's life points or speed increases by 1. There is no limit to the amount of life points or movement it can have.

Hotfoot

Enchantment/Curse

Opponent's feet become magically hot, causing him 1 damage for every square less than 4 he moves during his turns (that is, if he moves 3 spaces in a turn, he takes 1 damage).

Duration = **number card**.

Hypnosis

Enchantment/Curse

Allows you to completely control all the actions of any one opponent for his entire turn (when it starts). However, you may use (or discard) no more than 3 of his cards and may not make him **attack** himself or damage himself (like walking through a Firewall). Yes, this means you don't have to draw cards for him at the end of his turn. If Reflected, both players can control each other for their next turns. Considered a **duration spell**.

It

Enchantment/Curse

Curses opponent, making him It. Whoever is It takes 1 magical damage at the end of his turn. Only one **character** can be It at a time (unless the **spell** is cast twice). It can be transferred to another in the same space by saying, "You're It" (an **attack**). Reflection makes both **characters** It.

Monster Bane

Spell

Sucks all remaining life points out of any one **creature** in LOS, adding the points to your own and utterly destroying the **creature**.
A **creature** that can't normally be destroyed is considered to have 1 life point.

Mundane

Spell

Strips a wizard of all his magic (he immediately discards all his cards, except for **numbers** and non-magical cards such as Dagger or Pick Lock).
He may draw cards normally during his next turn. His controlled **creatures** and active **duration spells** are not affected.

Psychic Storm

Spell

Does **number** magical damage to everyone in the target square and all squares adjacent to it (even through walls). **Counteractions** only protect those casting them (except Absorb Spell). Only the target square needs to be in LOS. (Will also affect you and your controlled **creatures**, if within range.)

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Shock Wave

Spell

Does magical damage equal to the **number card** played.
If any damage gets through, all carried **items** are knocked out of opponent's hands and into the square behind him (away from you). If there is no space behind opponent, the **items** just fall in the square he is in.

Sticks And Stones

Spell

Inflicts magical damage to opponent equal to the number of **magic sticks** he carries plus the number of **magic stones** he carries, times the **number card** played.
If Reflected, does 1/2 damage to each player based on their own **sticks** and **stones**.

Sub-Wizard

Created Monster

3
6
3

Creates a short, aggressive warlock that you control. Movement: 3, Life: 6. Sub-Wizard can cast a 3 point mini-Fireball each turn, but cannot carry anything. (Any Fireball damage that gets through destroys all **magic stones** carried by opponent.)

Sucker

Spell

Causes an opponent in your LOS to suddenly discover that the **treasure** he is carrying is a fake! It suddenly disappears from his hands.
Place the **treasure** token back on the space it started on at the beginning of the game.
(If in question, attacker chooses between the two starting spaces.)

Blink

Enchantment/Curse

For the next **number** turns, opponent Teleports 1-4 spaces in a random direction, (roll the die twice). This occurs during your turn. If opponent appears in a space that permits no occupant (e.g., Solid Stone), reroll distance, otherwise opponent is affected by contents of the destination square. Can also be cast on self as a **counteraction** to an LOS **spell** or **attack** (the spell/attack misses), but you Blink just once.

Double Back

Spell

FULLY REFLECTS and doubles the power of any **spell** cast against you.

Has no effect on **spells** which are not point or **duration spells**.

Featherweight

Enchantment/Curse

All damage done to you moves you back 1 space per point instead of doing damage. In case of multiple directions possible for movement, you choose which way you will go. You can also go around corners. In the case of being stuck in a dead end, you take damage.
Duration = **number card**.

Full Shield

Spell

Stops any **spell** attack.

Does not stop any physical attack.

Will stop Wizardblade for only one attack.

Negate Neutral

Spell

Nullifies any **neutral spell** when first cast. This is cast on the **spell**, not the opponent, so Full Shield and Reflections have no effect. Does not need LOS, and you need not be the intended target of the spell.

WIZ
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Reflection

Spell

A **spell** cast against you works 50% on both parties.
Only works on **point-based** or **duration-based spells**.
Round fractions up (e.g., a single lost turn, when divided and rounded up, is a lost turn for both players).

Super-Dodge

Spell

You may dodge (without moving into another square) any one **physical attack** (including a falling Destroyed Wall), and have a 50% chance to avoid an LOS **spell attack**. This **spell** is cast on yourself, so it may not be absorbed by another **character**.

Fighterstone

Item

DISPLAY IMMEDIATELY.

POWER: While you have this stone, you do 1-4 damage with a punch.

Health Stone

Item

POWER: While you have this stone, any turn in which you do not move or pick up anything, you can recover 2 life points, up to a maximum of your starting amount (15).

Display when used.

Spell Stone

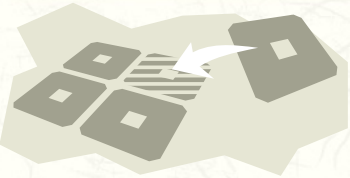
Item

DISPLAY IMMEDIATELY.

POWER: While you have this stone, you may draw an extra card each turn, up to your normal hand limit.

Alter Reality

Spell



Take one of the unused boards, flip it over in a random orientation, and replace the one on which your **wizard** is standing.
All tokens are moved onto the new board in the same relative positions.
Tokens overlaying real walls (such as Wall of Fire) are removed.

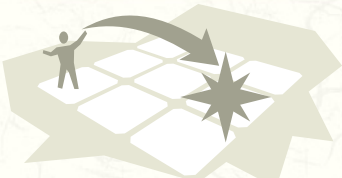
Animate Item

Enchantment/Curse

Animates a moveable, uncarried **item**, placing it under your control. Movement: 2, Life: 1.
"Killing" the **item** merely returns it to an inanimate state.
Animated **items** have all normal qualities (weapons can attack, etc.). NOT considered a **monster**, **creature** or **creation**.

Astral Projection

Modifier



Cast one of your LOS **spells** anywhere on the board.

Reflections have no effect on you.

Control Creation

Spell

Allows you to permanently take over control of any one **creature** which is presently under someone else's exclusive control (an Animated Item is not a **creature**).
Cannot be **counteracted** (unless the **creature** can carry a **spell**).

WIZ
WAR

Decoy

Enchantment/Curse

Produces a permanent double of recipient, occupying the same square and moving with him (there is no playing piece for Decoy). Any **attack** against him has a 50% chance of striking the double (a roll of 1 or 2 on the D4). If the double is hit, it disappears, or the recipient can expend 2 life points to retain it.

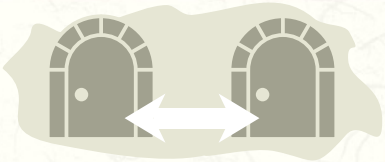
Disguise Magic

Modifier

Disguises the accompanying **attack spell**, which is then played face-down, along with any necessary **modifier** cards (**number**, Amplify, etc.) Your target must play any **counteraction**(s) before finding out what your **attack spell** is. Inappropriate **counterspells** have no effect, and are discarded. No other **counteractions** may be taken against this **spell**.

Door-To-Door

Enchantment/Curse



Creates a warp connecting two **doorways**. Take the 2 Door-to-Door tokens and place them on existing **doors**. The "A" side of one door now connects to the "A" side of the other, and the "B" connects to "B". You may open the **doors** once as you cast this **spell**. Destroying or permanently unlocking a **door** ends this **spell**, which is otherwise permanent.

Double Barrel

Modifier

When played with any point or **duration-based attack spell**, opponent takes damage as if hit by two separate half-strength **spells** (round odd numbers up).

The two **attacks** must be **counteracted** separately, if at all.

Exploding Door

Spell

Target **door** explodes into a million splinters away from the side on which you stand, doing 3 physical damage to anything (excluding **walls**) within LOS of the **door** on the other side. An open passage is left where the **door** used to be. If cast on a Safe, only the Safe gets destroyed and its contents do not. If cast on Door-to-Door, remote **door** is the one destroyed.

Fill `Er Up

Spell

You may draw enough new cards to fill your hand.

This does not end your turn.

Flame On

Enchantment/Curse

Allows recipient to burst into flame. Each turn, starting the turn cast, he takes 2 magical damage (not **counteractable**), but can cast a small Fireball (4 damage) every turn and is immune to any Fire damage. Recipient may "flame-off" whenever desired, thereby ending the spell. Waterbolt or Waterwall will extinguish flames. Any Fireball damage that gets through destroys all **magic stones** carried by opponent.

Flight

Enchantment/Curse

Allows recipient to Fly over any obstacle that doesn't reach the ceiling, as well as anyone on the ground, keeping out of others' reach (unless they can fly or reach adjacent squares, like Big Man). Remove Curse, if cast on recipient, will make him fall for 1-4 damage. Waterwall has no effect on him. At turn end he is assumed to be Flying unless stated otherwise, even if he has just picked up an **item**. Duration = **number card**.

Howling Vacuum

Spell

Anything moveable in the sector you are in moves one space closer to you. "Closer" means toward you as a **wizard** would walk along the shortest path possible (even through a Wall of Fire, Dust Cloud, etc.) If there are 2 paths of equal distance, then the object or character does not move. Bushes, Slime and similar creations block the air flow.

WIZ
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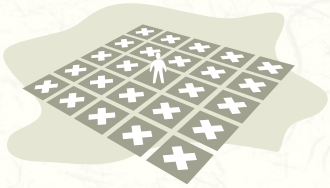
Janitor

Spell



Allows you to discard ALL board tokens within 2 spaces of you (even through **walls**), except **treasures** and player **wizards**.

Pass The Buck

Created Creature

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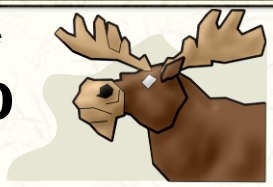
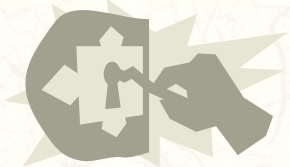


Creates a huge, mild-mannered Buck with big antlers. He has 10 life points, and he is quite impossible to pass (unless you can Fly over him); even Big Man cannot push this beast. Any player may move the Buck 1 space during his turn. Buck cannot enter spaces with **characters**, and it blocks LOS. Can be punched or attacked from an adjacent square.

Pick Lock

Action



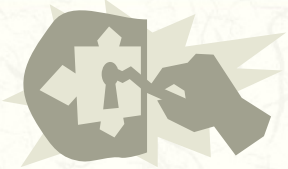
Not a **spell**.
Unlocks an adjacent door (but the door will re-lock behind you).

You may "hold the door open" for others, if you wish.

Discard after use.

Pick Lock

Action



Not a **spell**.
Unlocks an adjacent door (but the door will re-lock behind you).

You may "hold the door open" for others, if you wish.

Discard after use.

Pick Lock

Action

Not a **spell**.
Unlocks an adjacent door (but the door will re-lock behind you).

You may "hold the door open" for others, if you wish.

Discard after use.

Public Funds

Spell

DISPLAY IMMEDIATELY, but it need not be permanently displayed, and it need not be played right away. This **spell** permanently causes all **treasures** to be neutral (i.e. not owned by anyone). Any **treasure** on the board is available as part of the 2 needed to win. No player may lose due to placement of his 2 **treasures** on **home bases**.

Push Item

Spell

Causes a moveable, uncarried **item** to move away from you until it runs into a **character** or fixed obstacle (such as a solid wall or Slime). If it strikes anything damageable, it does 2 physical damage. If it strikes a Bush, Brambles or Slime, the **item** ends up inside (unless impossible). If the **item** starts in your space, you decide initial direction.

Rejuvenation

Spell

Target living **character** or **plant** gains life points equal to the **number** card played, up to its starting maximum (15 for a wizard).

No effect on **undead**.

Ricochet

Modifier

Allows you to bounce any LOS **spell** around two 90 degree corners.

Reflections will still reach you.

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Shatter

Modifier

Quadruples damage done by an attack against any non-**wizard** target (**walls**, **creatures**, bushes, etc.)

Swap Sectors

Spell

You may swap (but not rotate) any two sectors.
Rewarp and Permawarp counters do not move with the sectors, but remain in place, as does the Autowarp if used.
Not applicable if there are only 2 sectors.

Teleport Beacon

Item

When this item is turned ON, if any **character** tries to teleport, they end up in the same space as the Beacon.
Has no effect on teleported **items** or **objects**. Beacon can be carried, or it can be dropped anywhere on the board. If you secretly carry this, it is assumed to be ON unless you announce otherwise.
You can switch it ON or OFF anytime during your turn (without picking it up). It must be OFF for you to teleport yourself. **Counteractable** as a **spell**.

Teleport Creation

Spell

Teleports any created **creature** or **object** in your LOS to any vacant space (except a **home base**) on the board, including normally immobile creations such as a Pit, Safe, etc.

Teleport Item

Spell

Allows you to teleport a moveable, uncarried **item** in LOS up to 4 spaces (but not to a **home base**).

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

Time Warp

Spell

Makes a number of turns zip by equal to the **number card** played. This affects all duration-type **spells** by burning up any turns left for the **spell**. Effects of active **duration spells**, such as damage, still occur. No one can perform any action during these lost turns (except Interrupt).Your turn then continues as normal.

Vampire Form

Enchantment/Curse

Recipient transforms into a bat. Base movement increases to 7, he can bite for 2 damage, and the chances of being hit by any attack are 1 in 4. May not carry **treasures** or cast **spells**, but can carry and use other **items**. Can fly over obstacles that don't reach the ceiling. The turn bat changes back, base movement returns to normal. Duration = **number card**. (If cast on self, you may end the spell before the full duration.)

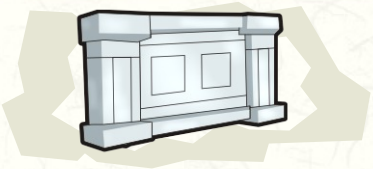
Wall Of Fog

Created Object

Creates a Wall of Fog which allows movement but not LOS through it. It is permanent until destroyed or dispelled. Wall of Fire and Wall of Fog will destroy one another. Fireball and Waterwall will dispel it (but Fireball would lose all effectiveness, while Waterwall would not).

Wall Of Glass

Created Object



Creates a glass **wall** which allows LOS but not movement through it. **Items** or other physical objects cannot move or be thrown through the Glass Wall. It is permanent until destroyed. A single **attack** doing 6 damage or multiple **attacks** doing 10 damage will shatter it. Spells may be directed at the wall or through it.

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Werewolf Form

Enchantment/Curse

Recipient transforms into a large, hairy Werewolf. Base movement increases by 1, and he can punch for 1-4 damage. Werewolf may not cast **spells** except for **counteractions**, but can still carry and use all **items**. Recipient may remain a Werewolf indefinitely, but changing back stops the **spell**.

X-Ray Vision

Modifier

Allows LOS through any two **walls** (or other obstacles) to cast any one **spell**.

Reflected **spells** that would have to pass through something have no effect on you.

Ghost Form

Enchantment/Curse

Transforms target into a Ghost. Ghost can walk through anything without damage, but cannot punch others or be affected by physical damage. Ghost drops all carried **items** and cannot pick anything up; **items** drawn while a Ghost get discarded or dropped (player's choice). Can still cast **spells**, attack and be attacked. **Neutral** if cast on self, **attack** if cast on others.

Hard Cell

Spell

Allows you to add 3 charges to any one magic **item** having at least 1 charge left, or extend any active **duration spell** 2 turns.

Considered an **attack** if used to extend a **curse** on an opponent.

Hard Cell

Spell

Allows you to add 3 charges to any one magic **item** having at least 1 charge left, or extend any active **duration spell** 2 turns.

Considered an **attack** if used to extend a **curse** on an opponent.

Tiny Swap

Spell

Lets you swap any two uncarried **items**, **objects**, **characters**, or any combination of the same, as long as both are in your LOS.
If swapping a **character** for a created **wall**, the **character** could end up in either square adjacent to where the **wall** was, and vice-versa. Both targets, once swapped, must still be in your LOS.
Cannot be used to place an immovable creation on a **home base**.
If **counteracted** by either target, the swap does not occur. Considered an **attack** if targeting an opponent.

Bomb Trap

Action

DISPLAY IMMEDIATELY.
KABOOM! You just set off a Bomb. Tough luck.
You, everyone, and everything within 4 squares (around corners but not through **walls** or **doors**) takes 3 physical damage.
Discard after use and redraw.

Fit Of Frenzy

Enchantment/Curse

DISPLAY IMMEDIATELY.
Lose your temper. Immediately drop any **treasure** you may be carrying, and on your next turn, go **attack** someone. You may not pick anything up during this period.
After attacking someone (even if unsuccessful), you may return to normal and do as you wish.
This also cancels Buddy, if you are under its effect.
Discard after use and redraw.

Klutz

Spell

DISPLAY IMMEDIATELY.
Butter mysteriously appears all over your hands.
You immediately drop all carried **items**, then the butter disappears.
Discard after use and redraw.

Note: you may only pick up 1 **item** per turn.

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Load Stone

Enchantment/Curse

DISPLAY IMMEDIATELY.
POWER: This card does nothing but take up space in your hand. You may not discard it (unless other cards require it). If you enter a space with another wizard you may give it to him (an ATTACK), and he must discard a card to take it if he already has a full hand. FULL REFLECTION and SHIELD will stop it, even if it's drawn. This is considered to be a MAGIC STONE.

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5 # Five 5

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5 # Five 5

Number

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5 5

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