ATTACK L.O.S.

MAGIC DARTS

Creates a number of magic darts equal to NUMBER card played. Each dart does 1 point of damage. Darts may be split among any number of opponents in line-of-sight. Darts are not permanent and must be used when spell is cast.

ATTACK L.O.S.

GOLEM

Creates a golem, which moves and does physical damage at command of caster. Move and damage equal 1/2 NUMBER card played. Hit points equal NUMBER card played. Round down.

ATTACK L.O.S.

RATS

Creates monster with 3 movement points. Does physical damage equal to the rats' current hit points. Starts with 5 hit points.

ATTACK L.O.S.

BAGPIPES

Creates a set of magical bagpipes, with charges equal to NUMBER card played. Attack does 3 points of damage to all in straight line from horrible noise. Destroys Blue Meanies.

ATTACK L.O.S.

ATLAS MISSILE

May carry 20 megatons.

ATTACK L.O.S.

MASOCHIST

Opponent hits self. He must play a NUMBER card if he has one. Damage to opponent equals NUMBER card he plays.

ATTACK/COUNTERACTION L.O.S

COLD RAY

Does damage equal to number card played. As counteraction, reduces fire damage by 1/2. Any water attack turns into ICE WALL or ICE on the ground. Ice goes anywhere between the attacker and the caster.

ATTACK L.O.S.

VAMPIRE

Creates an undead monstrosity. Movement of 4, health of 4, bites for 2. When it bites, it gains the health it drains. Fire does twice the normal damage.

ATTACK SPECIAL

KICK

Boot to the head! Target must be in adjacent square (not same square). Does physical damage equal to the number card played.

ATTACK

THE SPANISH INQUISITION

Target must confess the name of one non-displayed card in his hand. Counteractions do not work, as no one expects this attack. Non-numeric cards only may be confessed.

NEUTRAL/ATTACK L.O.S.

WILL

Gives an object a movement point. Works on walls/etc. Considered an attack if cast on an already animate object.

ATTACK L.O.S.

THE FOG

Makes a cloud of floating gas. Caster gives it an initial direction. It then drifts 2 spaces per turn, moving randomly at walls. Goes through doors. Blocks L.O.S. Roll on Fog Effects table each time entered. WATERWALL destroys it. Fire causes an explosion filling 9 squares and causing 5 points damage to anyone caught in explosion.

ATTACK L.O.S.

CONSTRICT

Opponent's clothes suddenly become too small for one turn. Damage due to constriction equals NUMBER card played.

ATTACK L.O.S.

QUICK DEATH

Target loses 1 point for every card played or discarded. Duration equals NUMBER card played.

ATTACK L.O.S.

PUFF OF SMOKE

Moves and acts like THE FOG (see rules). Effects: 1> PEACE, MAN: no attacks for 1 turn. 2> BLINDNESS for 1 turn. 3> NO PAIN, MAN: May take no damage for 1 turn. 4> BAD TRIP: Illusionary attack drawn from top of deck. Draw until attack is drawn.

ATTACK L.O.S.

ANVIL

Anvil drops on opponents head, doing 4 points of physical damage. Anvil may later be picked up and thrown, doing 2 points of physical damage.

ATTACK L.O.S.

HUG

Target must seek out a specified monster of wizard and give it a hug. Aw.....

ATTACK L.O.S.

PEACE, MAN

Target may not attack. Duration equals NUMBER card played.

ATTACK L.O.S.

BLUE MEANIES

Makes a mob of Apple-bonkers, Snapping Turks, and a Glove. These move as a unit, 2 spaces a turn, and have 4 hit points. May attack anyone in same square, doing 2 points of damage and reducing movement by 2 for target on his next turn.

ATTACK L.O.S.

REALITY CHECK

All target's spells are illusionary for duration equal to NUMBER card played.

ATTACK L.O.S.

HOLE IN POCKET

Target loses 1 card (of his choice) for every card drawn. The card drawn cannot be lost at the same time. Duration equals NUMBER card used.

ATTACK L.O.S.

ETHEREAL HAMMER

Creates magical hammer over target's head. Caster swings arm down in hammer-swing motion, causing the creation to bop the target on the head. The hammer disappears after attack. Does 3 points of damage.

ATTACK L.O.S.

FEMINIST REVENGE

Opponent takes one point of damage for every card in her hand with sexist language (i.e. "he"). Opponent does not have to show cards.

ATTACK L.O.S.

SHUDDER

All spells cast by target have 1 in 4 chance of being cast correctly. If spell fails, draw top card from pile and cast it instead (no choice in matter). Both cards are discarded. Duration equals NUMBER card played.

NEUTRAL

GRAVITY

All items in the same sector as the caster not stuck to the floor fall until they hit a wall in the horizontal direction picked by the caster. Does not cause damage.

NEUTRAL

SWAP SECTORS

May switch any two sectors. Orientation of the sectors and the layout of the board remain the same.

NEUTRAL

PRIORITY INTERRUPT

Stop the game and cast any one spell. Movement in progress must be finished first. Acts ahead of acting spells, OPPORTUNITY FIRE or INTERRUPT.

NEUTRAL

SUNGLASSES

A pair of Ray-Bans(tm). The wearer is now immune to dazzling spells, UGLY, and BLIND. Looks cool, too! Display this card immediately.

ATTACK/COUNTERACTION L.O.S.

SNOWBALL

Does damage equal to 1/2 NUMBER card played. Destroys fire imp. Lowers fire damage by twice NUMBER card played. You must discard this card if you draw GIFT FROM BELOW.

NEUTRAL

GIFT FROM PURGATORY

Add 0 points to your total, now. You may as high as you like.

ATTACK SPECIAL

TICKLE

Must be in the same square as the target. Target drops all carried objects.

NEUTRAL

REPLACE SECTOR

The sector you are in is replaced by one not in the game. All items and created or destroyed walls stay in the same location. New sector's orientation is random.

NEUTRAL/COUNTERACTION L.O.S.

DUMMY

Creates a stuffed dummy with half your current hit points. Anyone within L.O.S. of both you and the dummy must roll to see which one to attack (50% chance of attacking you or the dummy). The dummy may be carried. Anyone in the same square with the dummy is not affected.

ATTACK L.O.S.

SNEEZE

Draw a random card from target's hand. This spell goes off in a random direction from target. If card is stone, it travels until it hits someone or something. Spell hits first target in rolled direction.

ATTACK L.O.S.

CONJURE WATER ELEMENTAL

Summons a water elemental with hp=NUMBER card. Move=hp. Can do damage (or knock back, as a WATERWALL) up to hp, but loses a hp for every point of damage or knock back. Annihilates with fire elemental.

ATTACK SPECIAL

TRANSFER CURSE

You may transfer a curse (WALKING DEAD, BLIND, etc..) to another player in the same square.

NEUTRAL L.O.S.

VORTEX

This spell creates a permanent magical vortex on the floor, randomly teleporting 10 spaces anyone who tries to walk over it. First, 3 spaces in one random direction, then 4 spaces in another random direction from that space, and finally 3 more spaces in yet another random direction.

NEUTRAL L.O.S.

CRYSTAL BALL

Create two crystal balls, one in each hand. One or the other (or both) may be dropped. Anyone holding one has L.O.S. from the center of the other one's square, even if the other one is being carried.

NEUTRAL SELF

HAND MIRROR

Creates a small mirror. Using this object, holder may cast attack spells on himself. If dropped, it breaks on a roll of 1 or 2.

NEUTRAL L.O.S.

WALL OF ICE

Creates a solid wall of ice. Does not block L.O.S. Any fire spell cast on or through it turns it into a WATERWALL.

NEUTRAL L.O.S.

TURN WALL TO JELLO

Wall becomes grape jello. Blocks L.O.S. Takes two movement points to pass through. Spells stick, but only one spell will fit in wall at a time. If a second spell is cast into the wall, the first one is pushed out the other side, hitting the first available target.

NEUTRAL L.O.S.

ICE

Fills ground on square with ice. Anyone stepping on it or starting turn on it has 50% chance of slipping when trying to leave, ending movement if slipping. 5 points of fire damage melts it.

NEUTRAL L.O.S.

TELEVISION

Creates a large-screen TV, playing the Ren and Stimpy Show. Anyone entering L.O.S. of this foul creation must end turn and watch the program. May be played on any wall.

NEUTRAL L.O.S.

WALL OF SMOKE

Creates a wall of dark smoke that blocks L.O.S., but not movement.

NEUTRAL L.O.S.

TARDIS

Creates a sector the size of a square. Anyone in center of TARDIS may move it 1 space or rotation per turn. Discard if no sectors available. TARDIS scoops up objects as it moves.

NEUTRAL SELF

CREATE SCROLL

Turns one card in your hand into an object. The scroll is not exchanged in CHAOS, MENTAL SWAP, etc., but may be dropped or stolen. Anyone holding the scroll may read or cast it. NUMBER and modifying cards may also accompany the card, either during scroll creation or casting.

NEUTRAL L.O.S.

MAGIC WINDOW

Creates a permanent window through which L.O.S. (not movement) extends in both directions. Both sides of the window must be on a wall. At least one of the windows must be in the original L.O.S. of the casting player.

NEUTRAL L.O.S.

MAGIC MIRROR

Creates a magical mirror in a corridor, bending spells hitting the reflective side by 90 degrees. It does not affect movement or block already existing L.O.S.

NEUTRAL SELF

HEAL

Add points to you total equal to NUMBER card played. You may exceed 15.

NEUTRAL SELF

HEAL

Add points to you total equal to NUMBER card played. You may exceed 15.

NEUTRAL SELF

BIG STEPS

A player may move twice the normal movement, moving two spaces on each step, stepping over intervening squares. A player may not interact with the intervening squares (i.e. change directions, drop items, fall into pit). A player may bump into walls taking 1/2 point of damage (round down when turn is over). Duration equals NUMBER card.

NEUTRAL SELF

SPEED FREAK

Gain 1 extra turn, but lose turn after that sleeping it off.

NEUTRAL SELF

TWINKLE

Makes you shimmer and sparkle so brightly that anyone within L.O.S. is blinded (as in BLIND). Duration equals NUMBER card played.

NEUTRAL SELF

HEAL

Add points to you total equal to NUMBER card played. You may exceed 15.

NEUTRAL L.O.S./SELF

SWORN ENEMY

Name an object or opponent, it becomes target's sworn enemy. Target must attack enemy anytime within L.O.S. Played on self will cancel BUDDY.

NEUTRAL SELF

HUMAN FLY

Allows wizard to use a point of movement to travel along a wall, avoiding items on the ground. Duration equals NUMBER card played.

NEUTRAL SELF

QUICK LEARNER

Discard cards from your hand and draw to replace an equal number. Cannot be used to discard stones or carried objects. If a card ends your turn, stop drawing.

NEUTRAL L.O.S.

FILL SQUARE WITH STONERS

Fill square with obnoxious stoners. They block travel and L.O.S. Anyone entering L.O.S. takes 1 point of damage from a flying beer can.

NEUTRAL L.O.S.

EARTHBALL

Creates a large circular ball which blocks L.O.S. You may push it ahead of you by spending 2 movement points per space moved. It rolls off of home bases. You may not push it onto players or monsters, but you may push it around corners. 5 points of damage destroys it.

NEUTRAL L.O.S.

MONSTER BAIT

Creates monster food. All monsters in the same sector as the monster bait must go to it by the shortest possible path, and spend turns eating it equal to NUMBER card played.

TRAP

VIOLENT FEMMES

You've got Violent Femmes tickets! Lose a turn and go to the concert. (discard immediately, and draw another).

TRAP

BLOOD DONATION

Overcome by a fit of generosity, you donate a point of your blood to every other wizard (and the vampire, if it exists). After this, you are entitled to a sincere thank you from everybody.

TRAP

RED DRAGON

Creates a huge, ancient red dragon. This happens as soon as you draw this card. No one has any control over it. Dragon moves 3, 15 hp, and does claw damage for D4+2. It will go to nearest treasure and sit on it. Treasure can't be picked up until dragon is killed. Water does 2x damage, as does cold. Breath weapon works as FIRE IMP.

TRUTHSTONE (Grain of Salt)

Illusions do not affect the bearer of this stone. Display Immediately.

TRAP

WHUPS!

You clumsy oaf. You just tripped on a loose stone! Take 1 point of physical damage and drop carried treasure, now.

TRAP

EDDY

You just hit an eddy in the space-time continuum. Teleport 1-4 spaces in a single random direction.

NEUTRAL SELF

SHORT-TERM MEMORY

May look through a number of cards in the discard pile equal to NUMBER card played, and take one. Must start looking with top card and work downwards one by one.

NEUTRAL SELF

PRECOGNITION

Play this card during your turn with a NUMBER card. At the end of your turn, after drawing cards, you may examine and re-arrange a number of cards on the top of the draw pile equal to the NUMBER card played. You may not take any of the cards.

STUPIDSTONE

You cannot voluntarily drop this stone, though you may get rid of it with SWAP MEET, etc. Display Immediately.

NEUTRAL SPECIAL

INVISIBLE WALL

Take 4 counters, 1 being the invisible wall. Put them on edges of spaces face-down. Opponents moving through turn over and remove blank counters, and everyone bumps into invisible wall. Does not block L.O.S.

NEUTRAL SPECIAL

HERE BOY!

One of your uncarried treasures moves two spaces in any direction.

NEUTRAL SPECIAL

SWISS BANK ACCOUNT

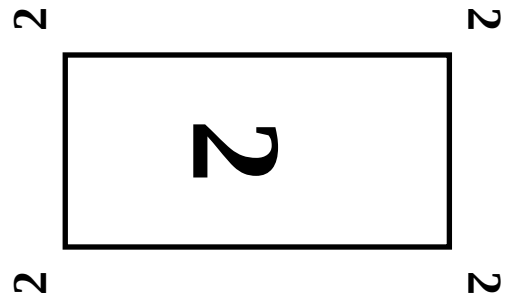
You may place two cards in a Swiss bank account. These cards are no longer part of your hand, even for CHAOS. You may not play them from the account, but may add or remove them to your hand during you turn, as long as you don't exceed either card maximum. If you die, the cards go away.

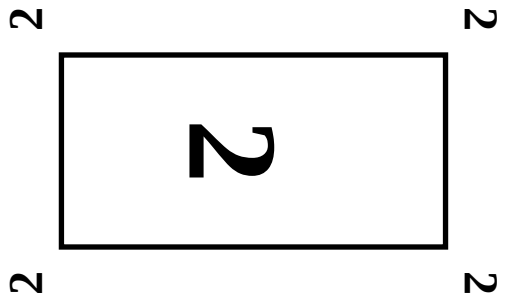
NEUTRAL/COUNTERACTION **RUBY SLIPPERS** Teleports you home. All carried objects remain behind. Ends your movement.	NEUTRAL/COUNTERACTION **TELEPORT** This spell lets you move up to four spaces (not diagonally) from where you are, ignoing walls and objects. You may take you normal movement before playing this card, but your movement ends after you play it.	NEUTRAL L.O.S. **DRAG** Drags any moveable object within L.O.S. towards you until it runs into a fixed object (such as a wall) or arrives in your square. This does not function on wals, bushes, items held by another player, or a player with LOCK IN PLACE cast on him.
COUNTERACTION **CURVED MIRROR REFLECTION** You may reflect 50% of a point or duration type spell, then add an optional number card to the portion going back against the caster.	COUNTERACTION **DUCK!** Not a spell. Any L.O.S. passes over your head, hitting next target behind you. Big men can't duck.	COUNTERACTION **DENIAL** The attack affects the victim one full turn after the attack was cast. It may be counteracted at that time, but not in a way that affects others. You may stop denying at any time for a full turn.
COUNTERACTION **TRAP COUNTERACTION** May be played immediately upon drawing a TRAP card to negate its effects.	COUNTERACTION **DEFLECT** Half of the attacking spell's power is deflected 90 degrees along a new path. Hits first animate object in new L.O.S. or hits wall (or something blocking L.O.S.). Only works on point or duration type spells.	COUNTERACTION **RETALIATION** You may attack someone who attacks you, immediately after his attack finishes.
TRAP **TRAP!** You fool, you just walked into a new, improved trap. Lose two cards, randomly.	COUNTERACTION **TRAP COUNTERACTION** May be played immediately upon drawing a TRAP card to negate its effects.	COUNTERACTION **TRAP COUNTERACTION** May be played immediately upon drawing a TRAP card to negate its effects.

NEUTRAL

PASS THROUGH WALL

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





NEUTRAL L.O.S.

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 L.O.S.

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

PASS THROUGH WALL

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

COUNTERACTION

ABSORB

Reduces any point damage done to you, up to thee points. Has no effect on duration-based spells.

NEUTRAL

EXTEND

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

COUNTERACTION

FULL SHIELD

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

COUNTERACTION

REFLECTION

A spell cast against you woks 50% on 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.

NEUTRAL

ADD

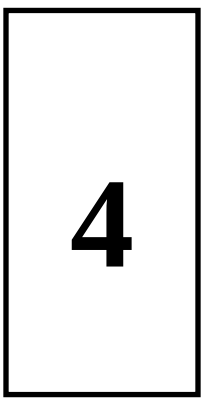
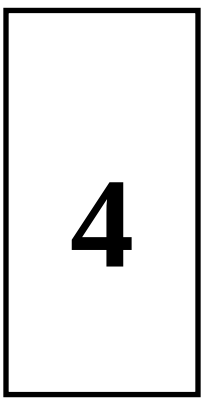
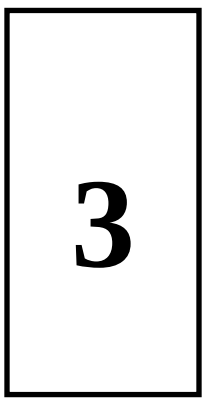
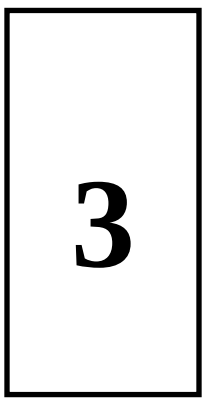
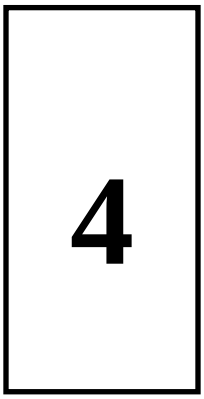
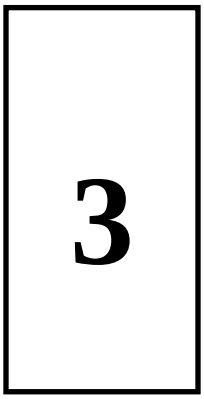
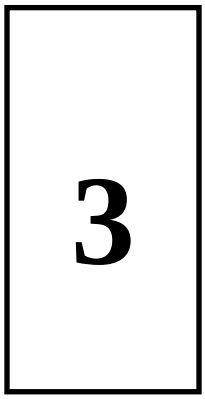
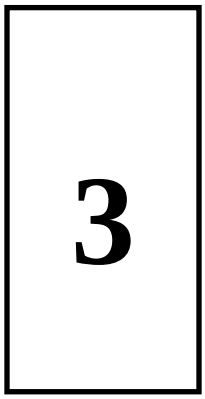
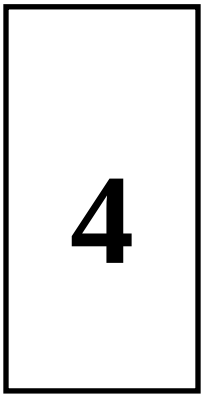
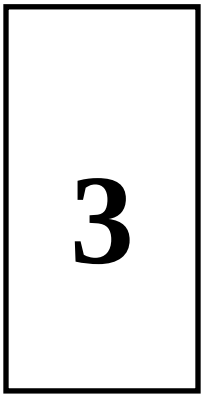
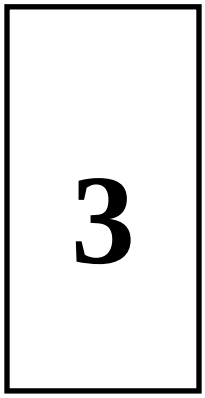
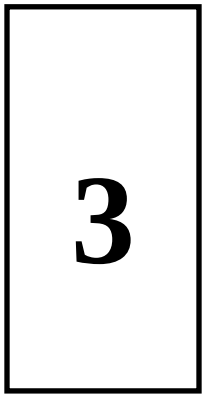
You may add two NUMBER cards together for any single action.

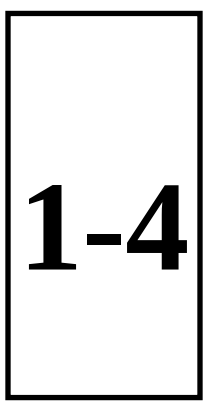
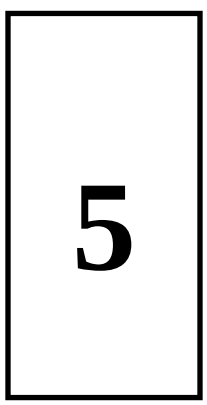
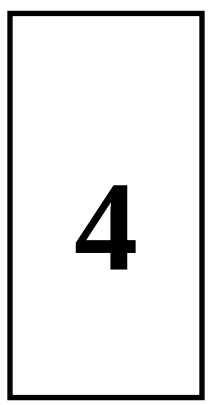
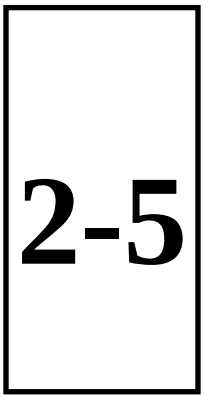
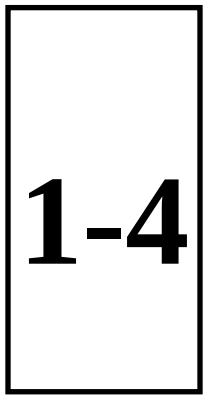
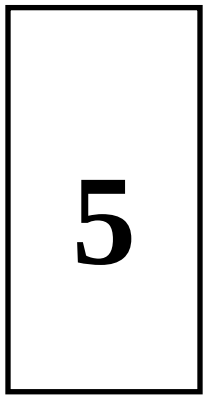
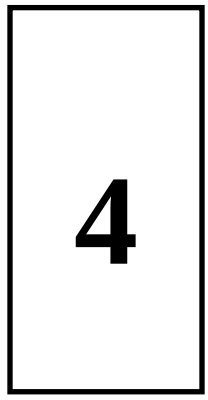
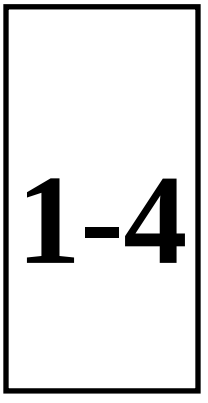
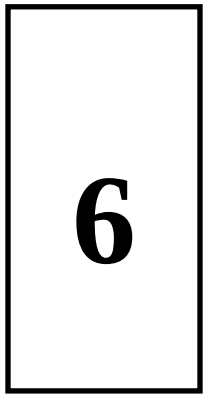
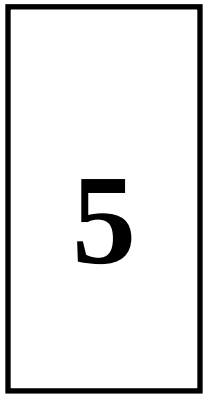
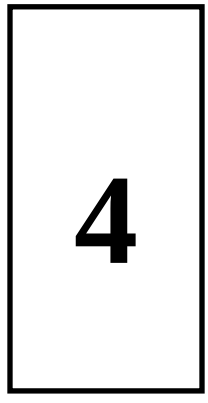
COUNTERACTION

BLUNT

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

3 3 3 3	2 2 2 2	2 2 2 2	2 2 2 2
3 3 3 3	2 2 2 2	2 2 2 2	2 2 2 2
2 2 2 2	2 2 2 2	2 2 2 2	2 2 2 2

4 4  4 4	4 4  4 4	3 3  3 3	3 3  3 3
4 4  4 4	3 3  3 3	3 3  3 3	3 3  3 3
4 4  4 4	3 3  3 3	3 3  3 3	3 3  3 3

	1-4 1-4  1-4 1-4	5 5  5 5	4 4  4 4
2-5 2-5  2-5 2-5	1-4 1-4  1-4 1-4	5 5  5 5	4 4  4 4
1-4 1-4  1-4 1-4	6 6  6 6	5 5  5 5	4 4  4 4

Wiz-war
Wiz-war
Wiz-war
Wiz-war
Wiz-war
Wiz-war
Wiz-war
Wiz-war
Wiz-war
Wiz-war
Wiz-war
Wiz-war