

<h2>Hex</h2> <p>Cast this spell on any tile not already occupied by a player character.</p> <p>For three rounds , any player character entering this tile must lose one life point. Place this card on the designated tile, then discard after three rounds is up.</p>	<h2>Breath of Curry</h2> <p>Cast this spell at any character on the same tile as you. This is a physical attack of +6 bonus to your physical attack roll. If successful it does 1 life point of damage.</p> <p>Discard after use.</p>	<h2>Puppet Master</h2> <p>This spell allows you to take control of another player character for three rounds. They must do your bidding and follow all your commands to the letter.</p> <p>The target must be on an adjacent space when you cast this spell.</p> <p>Discard after use.</p>	<h2>Nice one Pal!</h2> <p>Cast this spell as a counter to another spell being cast on you or another character of your choice. This will render the cast spell powerless.</p> <p>This card is played at anytime and does not count as an action.</p> <p>Discard once used.</p>
<h2>Bullet Proof</h2> <p>Your physical defense is boosted to 14 until the spell is broken. The spell is broken when the character loses one life point.</p> <p>Discard this card when the spell is broken.</p>	<h2>Acquisition</h2> <p>Take one object or 200 gold pieces from any one player character to add to your own inventory.</p> <p>Discard after use.</p>	<h2>Preservation</h2> <p>Cast this on yourself or someone you feel fondly for at the time you or they lose a life point. When cast, the life point is not lost.</p> <p>Cast it at anytime during play. It does not count as an action.</p> <p>Discard once used.</p>	<h2>Divination</h2> <p>Take a look at the next five event cards in the pile. When you are finished replace them in the order they were in initially.</p> <p>Discard this card once used.</p>
<h2>Alter Causality</h2> <p>Take a look at the next five event cards in the pile. When you are finished replace them in an order that is to your liking. You may not win friends doing this.</p> <p>Discard this card once used.</p>	<h2>Senior Moment</h2> <p>You may cast this spell on any one player character.. The target player must discard all of their unused spells. If they attempt a counter spell, both of you must roll 2D6 + your magical attack bonus. The higher value wins. If you win they discard all of their spells, if they win, their counter spell works.</p> <p>Discard this card once used</p>	<h2>Big and Scary</h2> <p>Cast this spell to boost your physical attack by +4 over and above the physical attack bonuses you may already have. The spell lasts until there are no more enemies in line of sight.</p> <p>Discard this card once used</p>	<h2>Beam me Up</h2> <p>In place of you normal movement, cast this spell to go anywhere in the cavern.</p> <p>Discard this card once used</p>

<p>Interference</p> <p>Cast this spell to create magic interference that lasts for the entire round starting on your turn. The interference means that no one can use magic or gain benefit from a magical artifact for the duration of that round.</p> <p>Discard once the round is over.</p>	<p>Invisible</p> <p>Cast at the start of your turn. You are invisible for the next three rounds. You can move at your full speed. No NPC character will see or react to you unless you attack them or attempt something sneaky on them. Player characters must roll over 10 on 2D6 to detect you. Anyone attacking you will be at a -2 disadvantage to their physical attack roll, while you will be at a +2 advantage over and above your existing physical attack bonuses.</p> <p>Discard this card once three rounds is up.</p>	<p>Genie</p> <p>You have summoned a genie. It will do one of the following for you.</p> <p>Reveal any not already displayed and resolved tile for you.</p> <p>Attack anyone on the board at your bidding. The genies' physical attack bonus is +6.</p> <p>Deliver any unclaimed item on the board to you.</p> <p>Discard after use.</p>	<p>Pass Through Rock</p> <p>Either cast this at the start of your own turn on yourself or at the end of your turn as an action if casting it on another character.</p> <p>The character upon which the spell has been cast can then pass through as many and as deep a rock walls as their movement will allow.</p> <p>Discard after use.</p>
<p>Splat! Kapow!</p> <p>Cast this as an action and destroy any non-player character, or any item on the board. Alternatively you can cast it on any player character and make them lose one life point.</p> <p>Discard after use.</p>	<p>Small and Slimy</p> <p>Try to turn any one player character into a newt for three rounds. Remember, they will hold this against you for the rest of the game...maybe longer.</p> <p>To be successful roll 2D6. A roll of 2 – 9 is successful A roll of 10 – 12 results in you being turned into a newt. (If you have the "Witch" quest turning yourself into a newt also counts.)</p> <p>Discard after the newt effect wears off in three rounds.</p>	<p>Super-glue</p> <p>The player character you cast this on cannot move for their next turn. They cannot attack but can defect at a -2 disadvantage.</p> <p>Discard after use.</p>	<p>Healing</p> <p>Cast on yourself or another player character to restore up to 2 life points. The maximum life points a character can have is 4.</p> <p>Discard after use.</p>
<p>Sleepy Bye Byes</p> <p>Send any player or non player character to sleep. They will be asleep until they roll a 6 on 1D6 at the start of their turn.</p> <p>You must roll this as a magical attack. (The victim is -2 to their magical defense).</p> <p>The character cannot defend themselves while asleep, however attacking them will cause them to awaken and they will be able to defend anyone attacking them after your turn.</p> <p>Discard when the character is reawakened.</p>	<p>Guided Fireball</p> <p>With this sucker attack anyone anywhere on the board with a fireball. The fireball is at +6 physical attack bonus.</p> <p>Discard once used.</p>	<p>Incompetent Magic user</p> <p>Cast this on any one player as an attack and then roll 1D6 to see what happens.</p> <ol style="list-style-type: none"> 1. They are a newt for three turns. 2. They lose one life point. 3. They gain one life point. 4. They lose all their gold to you. 5. You lose all your gold to them. 6. Roll 1D6 on the next table <ol style="list-style-type: none"> 1. You lose a life point. 2. They are teleported to somewhere you designate. 3. You are teleported to somewhere they designate. 4. Nothing happens. 5. Rockfall blocks one entrance. 6. They are a dragon for three rounds. 	<p>Augment</p> <p>At the start of your turn cast this spell on yourself. Add your magical attack bonus to your physical attack bonus for the next round.</p> <p>Discard after use.</p>

<p>Levitate</p> <p>Cast this spell at the start of your turn and be able to levitate over water hazards for three rounds.</p> <p>Discard after the three rounds have expired.</p>	<p>Breath of Curry</p> <p>Cast this spell at any character on the same tile as you. This is a physical attack of +6 bonus to your physical attack roll. If successful it does 1 life point of damage.</p> <p>Discard after use.</p>	<p>Reflector</p> <p>Cast this spell as a counter to another spell being cast on you or another character of your choice. This will cause the spell to rebound on the original caster and affect them instead of their intended target.</p> <p>This card is played at anytime and does not count as an action.</p> <p>Discard once used.</p>	<p>Nice one Pal!</p> <p>Cast this spell as a counter to another spell being cast on you or another character of your choice. This will render the cast spell powerless.</p> <p>This card is played at anytime and does not count as an action.</p> <p>Discard once used.</p>
<p>Bullet Proof</p> <p>Your physical defense is boosted to 14 until the spell is broken. The spell is broken when the character loses one life point.</p> <p>Discard this card when the spell is broken.</p>	<p>Acquisition</p> <p>Take one object or 200 gold pieces from any one player character to add to your own inventory.</p> <p>Discard after use.</p>	<p>Preservation</p> <p>Cast this on yourself or someone you feel fondly for at the time you or they lose a life point. When cast, the life point is not lost.</p> <p>Cast it at anytime during play. It does not count as an action.</p> <p>Discard once used.</p>	<p>Minor Divination</p> <p>Take a look at the next two event cards in the pile. When you are finished replace them in the order they were in initially.</p> <p>Discard this card once used.</p>
<p>Small</p> <p>Cast this spell on yourself at the start of your turn. You will be small for three rounds. You can cast it on another player or non player character if used as an action.</p> <p>Discard when the effect wears off in three rounds.</p>	<p>Hot stuff</p> <p>Cast this on yourself at the start of your turn. Your character is on fire. Any character that occupies the space adjacent to yours at the end of your movement turn will automatically lose one life point. Anyone that attacks you physically during the remainder of the round will automatically lose one life point as soon as they place themselves on the adjacent space.</p> <p>Discard this card once used</p>	<p>Big and Scary</p> <p>Cast this spell to boost your physical attack by +4 over and above the physical attack bonuses you may already have. The spell lasts until there are no more enemies in line of sight.</p> <p>Discard this card once used</p>	<p>Beam me Up</p> <p>In place of you normal movement, cast this spell to go anywhere in the cavern.</p> <p>Discard this card once used</p>

<p>Interference</p> <p>Cast this spell to create magic interference that lasts for the entire round starting on your turn. The interference means that no one can use magic or gain benefit from a magical artifact for the duration of that round.</p> <p>Discard once the round is over.</p>	<p>Invisible</p> <p>Cast at the start of your turn. You are invisible for the next three rounds. You can move at your full speed. No NPC character will see or react to you unless you attack them or attempt something sneaky on them. Player characters must roll over 10 on 2D6 to detect you. Anyone attacking you will be at a -2 disadvantage to their physical attack roll, while you will be at a +2 advantage over and above your existing physical attack bonuses.</p> <p>Discard this card once three rounds is up.</p>	<p>Incompetent Magic user</p> <p>Cast this on any one player as an attack and then roll 1D6 to see what happens.</p> <ol style="list-style-type: none"> 1. They are a newt for three turns. 2. They lose one life point. 3. They gain one life point. 4. They lose all their gold to you. 5. You lose all your gold to them. 6. Roll 1D6 on the next table <ol style="list-style-type: none"> 1. You lose a life point. 2. They are teleported to somewhere you designate. 3. You are teleported to somewhere they designate. 4. Nothing happens. 5. Rockfall blocks one entrance. 6. They are a dragon for three rounds. 	<p>Augment</p> <p>At the start of your turn cast this spell on yourself. Add your magical attack bonus to your physical attack bonus for the next round.</p> <p>Discard after use.</p>
<p>Kinetics</p> <p>Cast this spell as you are about to enter a trapped tile. The trap will be rendered useless and can be removed from the board.</p> <p>Discard after use.</p>	<p>Small and Slimy</p> <p>Try to turn any one player character into a newt for three rounds. Remember, they will hold this against you for the rest of the game...maybe longer.</p> <p>To be successful roll 2D6. A roll of 2 – 9 is successful A roll of 10 – 12 results in you being turned into a newt. (If you have the "Witch" quest turning yourself into a newt also counts.)</p> <p>Discard after the newt effect wears off in three rounds.</p>	<p>Super-glue</p> <p>The player character you cast this on cannot move for their next turn. They cannot attack but can defect at a -2 disadvantage.</p> <p>Discard after use.</p>	<p>Speed</p> <p>Cast this at the start of your own turn on yourself or as an action at the end of your turn on any other character.</p> <p>The target can then move twice their movement roll + movement bonus for the next three rounds.</p> <p>Discard after the spell expires in three rounds time.</p>
<p>Slow</p> <p>Cast this at the start of your own turn on yourself or as an action at the end of your turn on any other character.</p> <p>The target can then only move half their movement roll + movement bonus for the next three rounds. Round up.</p> <p>Discard after the spell expires in three rounds time.</p>	<p>Eye Spy</p> <p>Cast as an action and reveal a tile that has not yet been revealed, anywhere on the board. Resolve the encounters as if you were there.</p> <p>Discard after use.</p>	<p>Swap</p> <p>Cast this spell on another player character or non player character instead of your normal movement.</p> <p>The target character is teleported to your space while you go to their space.</p> <p>Discard after use.</p>	<p>Secret Knowledge</p> <p>Cast this spell on any one player character. This is to be rolled as a magical attack. If you are successful they must reveal to you (only) their quest.</p> <p>Discard after use.</p>

<div>Feel Better</div> <div>Cast this spell on any one player character who has germs. This will help them feel better and they will not longer be a risk of infection to any other player character.</div> <div>Discard after use.</div>			