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Name	Disarm Trap	Name	Disarm Trap	Name	Disarm Trap	Name	Fireball
Type	Spell	Type	Spell	Type	Spell	Type	Spell
Usage	Discard to remove a trap	Usage	Discard to remove a trap	Usage	Discard to remove a trap	Usage	Discard. Roll 5-6 to kill.
Range	Same Room	Range	Same Room	Range	Same Room	Range	10 space, can change direction
Cost	1 AP	Cost	1 AP	Cost	1 AP	Cost	1 AP
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Name	Fireball	Name	Fireball	Name	Fireball	Name	Fireball
Type	Spell	Type	Spell	Type	Spell	Type	Spell
Usage	Discard. Roll 5-6 to kill.	Usage	Discard. Roll 5-6 to kill.	Usage	Discard. Roll 5-6 to kill.	Usage	Discard. Roll 5-6 to kill.
Range	10 space, can change direction	Range	10 space, can change direction	Range	10 space, can change direction	Range	10 space, can change direction
Cost	1 AP	Cost	1 AP	Cost	1 AP	Cost	1 AP
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Name	Lightning Storm	Name	Lightning Storm	Name	Lightning Storm	Name	Lightning Storm
Type	Spell	Type	Spell	Type	Spell	Type	Spell
Usage	Roll 4-6 per player within range to stun	Usage	Roll 4-6 per player within range to stun	Usage	Roll 4-6 per player within range to stun	Usage	Roll 4-6 per player within range to stun
Range	1 room	Range	1 room	Range	1 room	Range	1 room
Cost	1 AP	Cost	1 AP	Cost	1 AP	Cost	1 AP
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Name	Supercharge	Name	Supercharge	Name	Supercharge	Name	Re-Objectify
Type	Spell	Type	Spell	Type	Spell	Type	Spell
Usage	Make a second AP roll, add to first roll	Usage	Make a second AP roll, add to first roll	Usage	Make a second AP roll, add to first roll	Usage	Roll 4-6 to force any player to restart with a new objective
Range	N/A	Range	N/A	Range	N/A	Range	Entire Map
Cost	1 AP	Cost	1 AP	Cost	1 AP	Cost	3 AP

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Name	Re-Objectify	Name	Re-Objectify	Name	Teleswap	Name	Teleswap
Type	Spell	Type	Spell	Type	Spell	Type	Spell
Usage	Roll 4-6 to force any player to restart with a new objective	Usage	Roll 4-6 to force any player to restart with a new objective	Usage	Roll 4-6 to swap positions with another player	Usage	Roll 4-6 to swap positions with another player
Range	Entire Map	Range	Entire Map	Range	Entire Map	Range	Entire Map
Cost	3 AP	Cost	3 AP	Cost	2 AP	Cost	2 AP
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Name	Teleswap	Name	Teleport	Name	Teleport	Name	Teleport
Type	Spell	Type	Spell	Type	Spell	Type	Spell
Usage	Roll 4-6 to swap positions with another player	Usage	Roll 3-6 to teleport a target player to an unoccupied square adjacent to you.	Usage	Roll 3-6 to teleport a target player to an unoccupied square adjacent to you.	Usage	Roll 3-6 to teleport a target player to an unoccupied square adjacent to you.
Range	Entire Map	Range	Entire Map	Range	Entire Map	Range	Entire Map
Cost	2 AP	Cost	5 AP	Cost	5 AP	Cost	5 AP
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Name	Item Strip	Name	Item Strip	Name	Energy Blast	Name	Energy Blast
Type	Spell	Type	Spell	Type	Spell	Type	Spell
Usage	Roll 6 to strip all items from a player and move them to the discard pile	Usage	Roll 6 to strip all items from a player and move them to the discard pile	Usage	Roll a 6 to kill all players in range	Usage	Roll a 6 to kill all players in range
Range	2 spaces	Range	2 spaces	Range	5 spaces	Range	5 spaces
Cost	2 AP	Cost	2 AP	Cost	2 AP	Cost	2 AP
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Name	Spontaneous Combustion	Name	Spontaneous Combustion	Name	Springboard	Name	Springboard
Type	Spell	Type	Spell	Type	Trap	Type	Trap
Usage	Roll 4-6 to kill all players in range, otherwise only the caster dies.	Usage	Roll 4-6 to kill all players in range, otherwise only the caster dies.	Usage	Sneak: 1-3 Disarm: 1 Trip: Return to previous room	Usage	Sneak: 1-3 Disarm: 1 Trip: Return to previous room
Range	Room	Range	Room	Range	Entire Room	Range	Entire Room
Cost	5 AP	Cost	5 AP	Cost	1 AP	Cost	1 AP

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Name	Floor Spikes	Name	Floor Spikes	Name	Ice Floor	Name	Ice Floor
Type	Trap	Type	Trap	Type	Trap	Type	Trap
Usage	Sneak: 2-3 Disarm: 1 Trip: Kill all players in the room	Usage	Sneak: 2-3 Disarm: 1 Trip: Kill all players in the room	Usage	Sneak: 1-3 Disarm: 1 Trip: Slide 10 space forward or until you hit a wall	Usage	Sneak: 1-3 Disarm: 1 Trip: Slide 10 space forward or until you hit a wall
Range	Entire Room	Range	Entire Room	Range	Entire Room	Range	Entire Room
Cost	2 AP	Cost	2 AP	Cost	1 AP	Cost	1 AP
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Name	Item Gnomes	Name	Item Gnomes	Name	Glue	Name	Glue
Type	Trap	Type	Trap	Type	Trap	Type	Trap
Usage	Sneak: 1-2 Disarm: 1 Trip: Player to the right one item from tripping player's inventory to discard pile	Usage	Sneak: 1-2 Disarm: 1 Trip: Player to the right one item from tripping player's inventory to discard pile	Usage	Sneak: 1-3 Disarm: 1 Trip: Limits player to 1 AP	Usage	Sneak: 1-3 Disarm: 1 Trip: Limits player to 1 AP
Range	Entire Room	Range	Entire Room	Range	Entire Room	Range	Entire Room
Cost	1 AP	Cost	1 AP	Cost	1 AP	Cost	1 AP
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Name	Coin	Name	Coin	Name	Coin	Name	Coin
Type	Use	Type	Use	Type	Use	Type	Use
Usage	Discard 3 Coins to draw a new Item Card	Usage	Discard 3 Coins to draw a new Item Card	Usage	Discard 3 Coins to draw a new Item Card	Usage	Discard 3 Coins to draw a new Item Card
Range	N/A	Range	N/A	Range	N/A	Range	N/A
Cost	N/A	Cost	N/A	Cost	N/A	Cost	N/A
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Name	Coin	Name	Coin	Name	Coin	Name	Coin
Type	Use	Type	Use	Type	Use	Type	Use
Usage	Discard 3 Coins to draw a new Item Card	Usage	Discard 3 Coins to draw a new Item Card	Usage	Discard 3 Coins to draw a new Item Card	Usage	Discard 3 Coins to draw a new Item Card
Range	N/A	Range	N/A	Range	N/A	Range	N/A
Cost	N/A	Cost	N/A	Cost	N/A	Cost	N/A

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Name	Coin	Name	Shield	Name	Shield	Name	Shield
Type	Use	Type	Use	Type	Use	Type	Use
Usage	Discard 3 Coins to draw a new Item Card	Usage	Blocks one enemy attack, discard after use.	Usage	Blocks one enemy attack, discard after use.	Usage	Blocks one enemy attack, discard after use.
Range	N/A	Range	N/A	Range	N/A	Range	N/A
Cost	N/A	Cost	N/A	Cost	N/A	Cost	N/A
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Name	Shield	Name	Reflect Amulet	Name	Reflect Amulet	Name	Reflect Amulet
Type	Use	Type	Use	Type	Use	Type	Use
Usage	Blocks one enemy attack, discard after use.	Usage	Reverse any attack onto attacker, discard after use.	Usage	Reverse any attack onto attacker, discard after use.	Usage	Reverse any attack onto attacker, discard after use.
Range	N/A	Range	N/A	Range	N/A	Range	N/A
Cost	N/A	Cost	N/A	Cost	N/A	Cost	N/A
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Name	Pickpocket	Name	Pickpocket	Name	Pickpocket	Name	Pickpocket
Type	Use	Type	Use	Type	Use	Type	Use
Usage	Roll 6 (4-6 if target is stunned) to steal an item from a player	Usage	Roll 6 (4-6 if target is stunned) to steal an item from a player	Usage	Roll 6 (4-6 if target is stunned) to steal an item from a player	Usage	Roll 6 (4-6 if target is stunned) to steal an item from a player
Range	1 space	Range	1 space	Range	1 space	Range	1 space
Cost	1 AP	Cost	1 AP	Cost	1 AP	Cost	1 AP
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Name	Pickpocket	Name	Pickpocket	Name	Throwing Stone	Name	Throwing Stone
Type	Use	Type	Use	Type	Use	Type	Use
Usage	Roll 6 (4-6 if target is stunned) to steal an item from a player	Usage	Roll 6 (4-6 if target is stunned) to steal an item from a player	Usage	Roll 4-6 to stun player	Usage	Roll 4-6 to stun player
Range	1 space	Range	1 space	Range	3 spaces	Range	3 spaces
Cost	1 AP	Cost	1 AP	Cost	1 AP	Cost	1 AP

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Name	Throwing Stone	Name	Throwing Stone	Name	Throwing Stone	Name	Throwing Stone
Type	Use	Type	Use	Type	Use	Type	Use
Usage	Roll 4-6 to stun player	Usage	Roll 4-6 to stun player	Usage	Roll 4-6 to stun player	Usage	Roll 4-6 to stun player
Range	3 spaces	Range	3 spaces	Range	3 spaces	Range	3 spaces
Cost	1 AP	Cost	1 AP	Cost	1 AP	Cost	1 AP
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Name	Bow & Arrow	Name	Bow & Arrow	Name	Spear	Name	Spear
Type	Weapon	Type	Weapon	Type	Weapon	Type	Weapon
Usage	Roll 5-6 to kill player	Usage	Roll 5-6 to kill player	Usage	Roll 4-6 to kill player within attack range	Usage	Roll 4-6 to kill player within attack range
Range	5 spaces	Range	5 spaces	Range	2 spaces	Range	2 spaces
Cost	1 AP	Cost	1 AP	Cost	3 AP	Cost	3 AP
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Name	Sword	Name	Sword	Name	Battle Axe	Name	Battle Axe
Type	Weapon	Type	Weapon	Type	Weapon	Type	Weapon
Usage	Roll 4-6 to kill player within attack range	Usage	Roll 4-6 to kill player within attack range	Usage	Roll 5-6 to kill all players within range	Usage	Roll 5-6 to kill all players within range
Range	1 space	Range	1 space	Range	1 space	Range	1 space
Cost	2 AP	Cost	2 AP	Cost	3 AP	Cost	3 AP
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Name	Mace	Name	Mace	Name	Club	Name	Club
Type	Weapon	Type	Weapon	Type	Weapon	Type	Weapon
Usage	Roll 3-6 to kill a player within range	Usage	Roll 3-6 to kill a player within range	Usage	Roll a 3-6 to stun player	Usage	Roll a 3-6 to stun player
Range	1 space	Range	1 space	Range	1 space	Range	1 space
Cost	3 AP	Cost	3 AP	Cost	1 AP	Cost	1 AP