Adventurer's Catalogue

Potions

- 1. Replace target with a wall
- 2. Target may choose to move into any legal space
- 3. Players may control target during their turns
- 4. Nullify all effects on a target
- 5. Replace target with an empty room.
- 6. Target gets three extra actions this turn

Scrolls

- 1. All items from target 1 are transported to target 2
- 2. Target 1 and target 2 switch places
- 3. Target 1 gains control of target 2 in the discard pile
- 4. Targets 1 and 2 discard all items
- 5. Targets 1 and 2 identify an item without using it
- 6. Target 2 escapes trap, target 1 becomes trapped

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