

BUTTER / STICKY FINGERS



BUTTER: drop a ball if holding one, unable to pickup or catch

STICKY: unable to throw, pass or drop, catch on doubles and any 3, 6, 9, 12

DISPEL



Cancel one spell. If cast on an opponent's spell, dispel is treated as an attack.

MAGIC DRAIN / BOOST



DRAIN: -4 spell range, -3 magic attack bonus

BOOST: +4 spell range, +3 magic attack bonus

FIREBALL

⌚ Throw resolves or 1 Round



Cast on a held ball, target ball has attack score of 10 and range equal to caster's magical range. Cannot be caught.

FREEZE



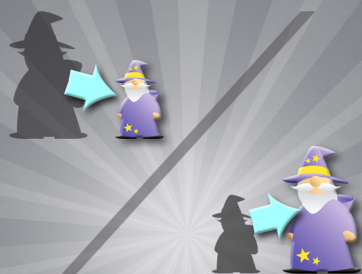
Cannot move, throw, dodge, cast, or resist while frozen. Physical attack score must be at least 5 to hit a frozen wizard.

SHIELD



Target can ignore the first failed dodge against a ball or spell. Shield dispels when hit once. Unable to catch or rebound while shielded.

SHRINK / ENLARGE



SHRINK: +3 phys. dodge, -3 phys. range

ENLARGE: -3 phys. dodge, +3 phys. range

SLOW / SPEED



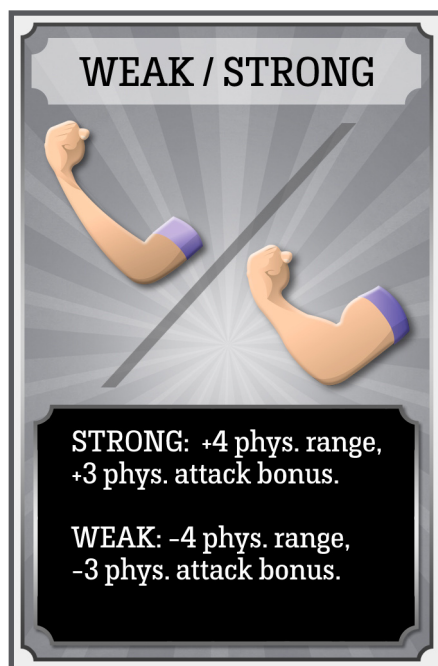
SLOW: -3 movement, -3 dodge (both).

SPEED: +3 movement, +3 dodge (both).

TELEPORT



Target instantly reappears in any empty space within magical range and in bounds.



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SPELL



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SPELL



SPELL



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SPELL



SPELL



SPELL



SPELL



Spell and ball markers are double sided. Cut out the markers at 2 across by 1 tall and fold on the dotted line

