

BUTTER / STICKY FINGERS 2



Butter: Drop a ball if holding one. Unable to pick up or catch.

Sticky: Unable to throw, pass, or drop. Catch on doubles or any 3,6,9,12.

DISPEL 1



Cancel 1 spell effect.
If cast on an opponent's spell, Dispel is treated as an attack.

MAGIC DRAIN / BOOST 2



Drain: -1 [?] to cast and resist.

Boost: +1 [] to cast and resist.

FIREBALL 1



Cast on a held ball.
The target ball has an attack score of 10 and cannot be caught.
Fireball lasts until attack is resolved or one round.

FREEZE 1



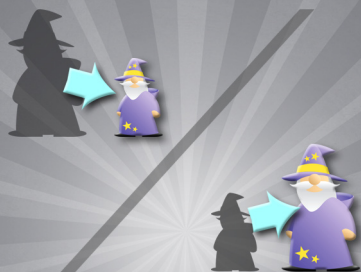
Cannot move, throw, dodge or cast while frozen.
Frozen wizard has a fixed dodge score of 5 and can still attempt spell resists.

SHIELD 1



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

SHRINK / ENLARGE 2



Shrink: +1 [] to dodge, -2 move range.

Enlarge: -1 [?] to dodge, +2 move range.

SLOW / SPEED 2



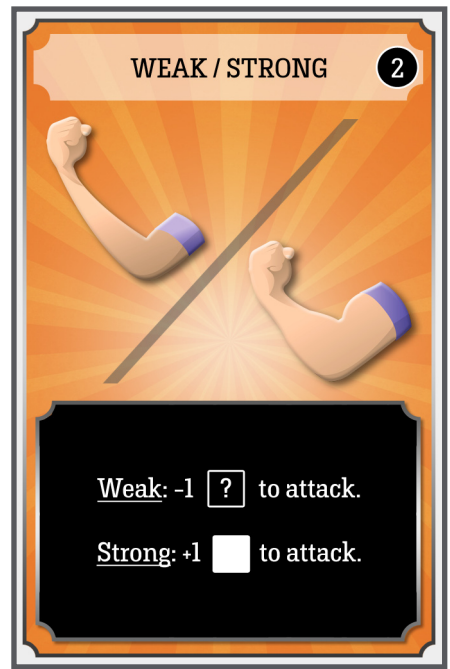
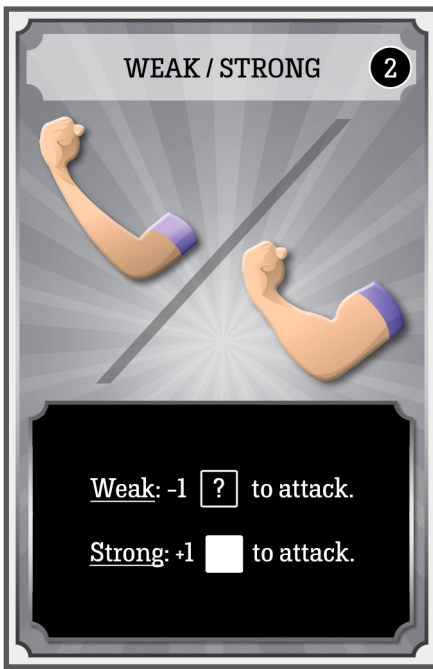
Slow: -1 action.

Speed: +1 action.

TELEPORT 1



Can teleport target ball or wizard from, or to, adjacent zone, within caster's zone, or within adjacent zone.
Cannot teleport opponents out of bounds.



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

