

You cast the spell of

Ambidextrousis

Offensive Spell

Your opponents play the next 3 rounds with their paddle in the other hand. Opponents lose 3 points if they refuse.

You cast the spell of

Halfpintus

Offensive Spell

Your opponents shrink to the size of hobbitses and play the next 3 rounds on their knees. Opponents lose 3 points if they refuse.

Your die is struck by

Frost Lightning

Offensive Spell

Your die is immune to the next strike, friendly or foe.

Time Warp

Defensive Spell

After a play that has lost you the game, cast Time Warp to restart the previous round.

You cast the spell of

Entangling Roots

Offensive Spell

Your opponents can take one step, but then cannot move their feet for the next 3 rounds. Opponents lose 3 points if they refuse.

The room fills with

Chaos Energy

Offensive Spell

If you choose, switch sides with your opponents, or select a different server on one side. All defensive cards stay on the side they were drawn.

The Grey Wizard

blocks the path ahead

Offensive Spell

Your opponents cannot pass for the next 3 rounds. Opponents lose 3 points if they refuse.

Wormhole!

Offensive Spell

The ball teleports to the Foosball table. Quickly, note the current score and complete this point on the Foosball table!

You cast the spell

Patata Caliente

Offensive Spell

For the next 3 rounds, every opponent must touch the ball before it is returned. Opponents lose 3 points if they refuse.

Powerball

Defensive Spell

Double the points or cards earned from the previous die roll, or negate a die roll. Cannot be used to win.

You speak in tongues...
“Eye Mint Todd Tooth Hat”

Defensive Spell

After hitting your own die, speak this incantation to reap the benefit of your roll.
Cannot be used to win.

You cast
Arcane Missiles

Offensive Spell

On your next serve, server deploys 3 balls at once. This serve is immune to faults.
Opponents need only return one ball.

Roll to cast
Spell Absorb

Defensive Spell

Topple your die. Roll a 3 to absorb your opponent's **offensive** spell for later use.
If you are losing, a 1 will also absorb.

Roll to cast
Spell Steal

Defensive Spell

Topple your die. Roll a 3 to steal your opponent's **defensive** spell for later use. If you are losing, a 1 will also spell steal.

You Look Great Today!

Complementary Spell

Draw 2 cards.

Roll to cast
Spell Reflect

Defensive Spell

Topple your die. Roll a 3 to reflect your opponent's **offensive** spell back at them. If you are losing, a 1 will also reflect.

You cast
Expelliarmus!

Offensive Spell

Your opponents drop their paddles on the table and use their palms for the next 3 rounds. Opponents lose 3 points if they refuse.

Roll to cast
Curse of Tongues

Defensive Spell

Topple your die. Roll a 3 to interrupt and negate your opponent's **defensive** spell.
If you are losing, a 1 will also interrupt.

Roll to cast
Life Drain

Defensive Spell

Topple your die. Roll a 1 or 3 to drain your opponent's score to match your own.

Have You Lost Weight?

Complementary Spell

Draw 2 cards.

