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| **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. |  | **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. |
| **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. |  | **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. |
| **Your die is struck by**  **Frost Lightning**  *Offensive Spell*  Your die is immune to the next strike, friendly or foe. |  | **Wormhole!**  *Offensive Spell*  The ball teleports to the Foosball table. Quickly, note the current score and complete this point on the Foosball table! |
| **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**  **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. |
| **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. |  | **Powerball**  *Defensive Spell*  Double the points or cards earned from the previous die roll, or negate a die roll. Cannot be used to win. |

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| **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. |  | **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**  **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. |  | **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**  **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**  **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**  **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. |  | **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. |
| **You Look Great Today!**  *Complementary Spell*  Draw 2 cards. |  | **Have You Lost Weight?**  *Complementary Spell*  Draw 2 cards. |