**Minion TEMPLATE:**

Index:

Name:

Summon Cost:

Starting Power:

Attack Cost:

Energy Alignment:

Effect:

**Invocation TEMPLATE:**

Index:

Name:

Invoke time:

Ritual Cost:

Energy Alignment:

Effect:

# Void Minions

Index:0

Name: Meek Minion

Summon Cost: 0

Starting Power: 1

Attack Cost: 2 (any)

Energy Alignment: void

Effect: N/A

Index: 1

Name: Hungry Hunter

Summon Cost: 1 life

Starting Power: 1

Attack Cost: 1(any)

Energy Alignment: void

Effect: N/A

Index: 2

Name: Dull Brute

Summon Cost: 2 life

Starting Power:3

Attack Cost: 2

Energy Alignment: void

Effect: N/A

Index: 4

Name: Lumbering Wretch

Summon Cost: 4 life

Starting Power: 3

Attack Cost: 2 (any)

Energy Alignment: void

Effect: N/A

Index: 5

Name: Steady Wall

Summon Cost: 3 life

Starting Power: 4

Attack Cost: 2 (any)

Energy Alignment: void

Effect: Attacking a non-empty zone costs this minion 2 more

Index: 6

Name: Blood banker

Summon Cost: 3 life

Starting Power: 2

Attack Cost: 1

Energy Alignment: void

Effect: At the beginning of your turn, gain 1 life

Index: 7

Name: Colvus, Lord of the Void

Summon Cost: 5 life

Starting Power: 5

Attack Cost: 3 (any)

Energy Alignment: void

Effect: Colvus can only attack and occupy the center contested zone.

At the beginning of your turn, if Colvus is in the center contested zone, it gains 1 power.

# Void Invocations

Index: 8

Name: Quiet Rest

Invoke time: 1 turn

Ritual Cost: 1 (any)

Energy Alignment: void

Effect: Gain 3 life

Index: 9

Name: cursory thought

Invoke time: 2 turns

Ritual Cost: 2 (any)

Energy Alignment: void

Effect: Draw a card

Index: 10

Name: Scouting

Invoke time: 1 turn

Ritual Cost: 1 (any)

Energy Alignment: void

Effect: Summon 1 terrain card from your deck to your hand

Index: 11

Name: Deep meditation

Invoke time: 3 turn

Ritual Cost: 3 (any)

Energy Alignment: void

Effect: Draw 2 cards

# 

# Fire Minions

Index: 12

Name: Smoldering Ashling

Summon Cost: 1 life

Starting Power: 1

Attack Cost: 0

Energy Alignment: fire

Effect: N/A

Index: 13

Name: Frenzied Imp

Summon Cost: 1 life

Starting Power: 2

Attack Cost: 1

Energy Alignment: fire

Effect: At the end of your turn, if Frenzied Imp is not in a contested zone, destroy it

Index: 14

Name: Ashen Marauder

Summon Cost: 2 life

Starting Power: 3

Attack Cost: 2

Energy Alignment: fire

Effect: When this minion attacks, it deals 1 damage to BOTH players

Index: 15

Name: Burning Brawler

Summon Cost: 2

Starting Power: 3

Attack Cost: 2 fire

Energy Alignment: fire

Effect: N/A

Index: 16

Name: Living Powder Keg

Summon Cost: 3 life

Starting Power: 1

Attack Cost: 1 fire

Energy Alignment: fire

Effect: When Living Powder Keg dies, it deals 1 damage to ALL minions

Index: 17

Name: Elemental Duelist

Summon Cost: 4 life

Starting Power: 3

Attack Cost: 2 fire

Energy Alignment: fire

Effect: Elemental Duelist can attack twice in a turn (attack costs must still be payed)

Index: 18

Name: Raghok, Lord of Fire

Summon Cost: 5

Starting Power: 5

Attack Cost: 3 fire

Energy Alignment: fire

Effect: Raghok can only attack and occupy the center contested zone.

At the beginning of your turn, if Raghok is in the center contested zone, it deals 1 damage to any target.

# Fire Invocations

Index: 19

Name: Firebolt

Invoke time: 2 turns

Ritual Cost: 2 fire

Energy Alignment: fire

Effect: Firebolt deals 3 damage to any target

Index: 20

Name: Luck’s will

Invoke time: 2

Ritual Cost: 2

Energy Alignment: fire

Effect: Discard your hand and draw cards equal to the number of cards discarded