Spells:

* One time use cards with varying abilities, Summoner can only have 2 spells in their hand at a time.
* Spells can target enemies or allies anywhere except for within enemy territory.
* Can be acquired by paying 2BP or as a reward for killing Monsters and then drawing from the Spell Deck shared by both Summoners.
* Once spell is cast put the card into the grave deck.
* If Spell deck is empty shuffle grave deck and use it as the new spell deck.
* Accuracy, Heal, Remedy, Protect, Dodge,

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