

## SUMMONER

2C

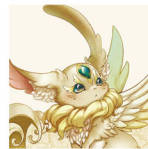
- 1 Summon up to 2 beasts to the rear. (Place the summoned beast card on a summon sheet and pay the appropriate MP required to summon that beast).
- 2 You may use (command) the special abilities of the summoned beasts currently in the rear as many times as you can afford to spend MP.
- 3 Play a card from your hand.
- 4 You may move one of the summoned beasts currently in the rear to the front. (Place the summoned beast card on top of the card you played in step 3 by paying the appropriate MP. This is free if the summoned beast matches value with the card in step 3).

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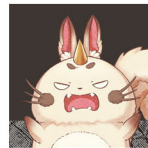
2C



- Move to the front
- 10s don't lose to 1s



- Move to the front
- Gain 1MP at the end of every turn



- Move to the front
- Discard X cards, draw X cards



- Move to the front
- Discard 1 card, draw 1 card