

# Spells

Banish	2	Unsummon	1	Recharge	1
Spell		Spell		Spell	
Destroy target minion or ritual		Return target minion to its owner's hand		Your ritual gains 3 charges	
Disenchant	1	Raise Dead	1	Blizzard	3
Spell		Spell		Spell	
Destroy the top enchantment on target minion		Resurrect the top minion in your graveyard and set its defence to 1		Deal 2 damage to all minions	

- Recharge and Raise Dead cannot be played if the ritual slot or graveyard respectively are empty.

# Minions

Air Elemental	0	Earth Elemental	3	Bone Golem	2	Fire Elemental	2
Minion		Minion		Minion		Minion	
				Gain +1/+1 whenever a minion leaves play.		Whenever an opponent's minion enters play, deal 1 damage to it.	
1	1	4	4	1	3	2	2
Potion Seller	2	Novice Pyromancer	1	Apprentice Summoner	1	Master Summoner	3
Minion		Minion		Minion		Minion	
At the end of your turn, all your minions gain +0/+1.	1	Deal 1 damage to target minion	1	Summon a 1/1 air elemental	2	Summon up to three 1/1 air elementals	
1	3	0	1	1	1	2	3

- The Apprentice and Master Summoner abilities cannot be used if their owner already has 5 minions on the board.
- Master Summoner's ability may be used if there is room for at least one more minion but not all three. In that case, it simply summons enough to fill the board.
- Novice Pyromancer and Fire Elemental do not take damage from the minions they damage with their abilities.

# Enchantments

Giant Strength	1	Enrage	2	Haste	1
Enchantment		Enchantment		Enchantment	
				Enchanted minion gains +1 action each turn	
+2	+2	*2	*2		
Magic Fatigue	0	Silence	1		
Enchantment		Enchantment			
Enchanted minion's activated ability costs 2 more		Enchanted minion cannot use abilities			

- Silence and Magic Fatigue can be played on minions with no activated ability, in which case they do nothing but remain on the minion as an enchantment.
- Haste grants its action immediately, meaning a minion which has just been played may take 1 action if it is then enchanted with Haste.
- Extra actions granted by Haste do not last between turns, so a minion enchanted with Haste can take two actions per turn but cannot take one action one turn and then three the next.

# Rituals

Dark Ritual	0	Aura of Power	1	Standstill	3
Ritual		Ritual		Ritual	
1   At the start of your turn, gain 1 magic		1   Whenever a minion enters play under your control, it gains +1/+1		2   Whenever a minion enters play, destroy it	
	5		4		4

- Standstill affects your own minions.
- If you play a 1/1 (such as Air Elemental) with Aura of Power in play while your opponent has Fire Elemental in play, your 1/1 will gain the +1/+1 first, and therefore survive as a 2/1 once it takes damage from Fire Elemental.