

[illegible]

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<p>Command</p> <p>6</p> <p>You may move two spaces OR command each of your summons within distance 3 to perform an ability.</p>	<p>Fire Familiar</p> <p>7</p> <p>Summon a Fire Familiar with 6 health on an adjacent space with abilities:</p> <ol style="list-style-type: none"> 1) Move 2 spaces 2) Incinerate all enemies within 2 spaces for 2 damage. 	<p>Ice Familiar</p> <p>7</p> <p>Summon an Ice Familiar with 6 health on an adjacent space with abilities:</p> <ol style="list-style-type: none"> 1) Move 2 spaces 2) Freeze target enemy within 2 spaces for 2 damage; enemy cannot move this turn.
<p>Lightning Familiar</p> <p>7</p> <p>Summon a Lightning Familiar with 6 health on an adjacent space with abilities:</p> <ol style="list-style-type: none"> 1) Move 2 spaces 2) Shock an enemy within 2 spaces for 3 damage. 	<p>Earth Familiar</p> <p>7</p> <p>Summon an Earth Familiar with 8 health on an adjacent space with abilities:</p> <ol style="list-style-type: none"> 1) Move 2 spaces 2) Toss an adjacent player 1 space in any direction. Deal 2 damage if tossing an enemy. 	<p>Fire Golem</p> <p>8</p> <p>Summon a Fire Golem with health 9 on an adjacent space with abilities:</p> <ol style="list-style-type: none"> 1) Move 1 space 2) Smash adjacent enemy: 5 damage 3) Incinerate all enemies within 2 spaces for 3 damage
<p>Ice Golem</p> <p>8</p> <p>Summon an Ice Golem with health 9 on an adjacent space with abilities:</p> <ol style="list-style-type: none"> 1) Move 1 space 2) Smash adjacent enemy: 5 damage 3) Freeze target enemy within 2 spaces for 4 damage; enemy cannot move this turn. 	<p>Lightning Golem</p> <p>8</p> <p>Summon a Lightning Golem with health 9 on an adjacent space with abilities:</p> <ol style="list-style-type: none"> 1) Move 1 space 2) Shock an enemy within 2 spaces for 6 damage 	<p>Earth Golem</p> <p>8</p> <p>Summon an Earth Golem with health 12 on an adjacent space with abilities:</p> <ol style="list-style-type: none"> 1) Move 1 space 2) Smash adjacent enemy: 5 damage 3) Toss an adjacent player up to 2 spaces in any direction. Deal 3 damage if tossing an enemy.
<p>Flaming Volts</p> <p>9</p> <p>Ongoing. If a target is damaged by both 'Fire' and 'Lightning' this turn, strip off an Ongoing of your choice, and you may play a non-'Command' card.</p>	<p>Lightning Strike</p> <p>9</p> <p>Ongoing. If a target is damaged by both 'Lightning' and 'Earth' this turn, You may play a non-'Command' card, and heal yourself 2 HP.</p>	<p>Lava Fields</p> <p>9</p> <p>Ongoing. If a target is damaged by both 'Fire' and 'Earth' this turn, strip off an Ongoing of your choice, and heal yourself 2 HP.</p>
<p>Of Ice and Fire</p> <p>9</p> <p>Ongoing. If a target is damaged by both 'Ice' and 'Fire' this turn, strip off an Ongoing of your choice, and all their cards next turn have Speed 10.</p>	<p>Tundra</p> <p>9</p> <p>Ongoing. If a target is damaged by both 'Ice' and 'Earth' this turn, all their cards next turn have Speed 10, and heal yourself 2 HP.</p>	<p>Superconductor</p> <p>9</p> <p>Ongoing. If a target is damaged by both 'Ice' and 'Lightning' this turn, all their cards next turn have Speed 10, and you may play a non-'Command' card.</p>

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