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| Command  6  You may move two spaces OR command each of your summons within distance 3 to perform an ability. | Command  6  You may move two spaces OR command each of your summons within distance 3 to perform an ability. | Command  6  You may move two spaces OR command each of your summons within distance 3 to perform an ability. |
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| Command  6  You may move two spaces OR command each of your summons within distance 3 to perform an ability. | Fire Familiar  7  Summon a Fire Familiar with 6 health on an adjacent space with abilities:  1) Move 2 spaces  2) Incinerate all enemies within 2 spaces for 2 damage. | Ice Familiar  7  Summon an Ice Familiar with 6 health on an adjacent space with abilities:  1) Move 2 spaces  2) Freeze target enemy within 2 spaces for 2 damage; enemy cannot move this turn. |
| Lightning Familiar  7  Summon a Lightning Familiar with 6 health on an adjacent space with abilities:  1) Move 2 spaces  2) Shock an enemy within 2 spaces for 3 damage. | Earth Familiar  7  Summon an Earth Familiar with 8 health on an adjacent space with abilities:  1) Move 2 spaces  2) Toss an adjacent player 1 space in any direction. Deal 2 damage if tossing an enemy. | Fire Golem  8  Summon a Fire Golem with health 9 on an adjacent space with abilities:  1) Move 1 space  2) Smash adjacent enemy: 5 damage  3) Incinerate all enemies within 2 spaces for 3 damage |
| Ice Golem  8  Summon an Ice Golem with health 9 on an adjacent space with abilities:  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. | Lightning Golem  8  Summon a Lightning Golem with health 9 on an adjacent space with abilities:  1) Move 1 space  2) Shock an enemy within 2 spaces for 6 damage | Earth Golem  8  Summon an Earth Golem with health 12 on an adjacent space with abilities:  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. |
| Flaming Volts  9  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. | Lightning Strike  9  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. | Lava Fields  9  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. |
| Of Ice and Fire  9  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. | Tundra  9  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. | Superconductor  9  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. |
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