Things to balance

4/1/18:

Swarm spell (potentially ending the players turn if the use it?) Too OP

Mana regen/value tweaks

Necromancer minions need to cost more

Change movement particle effects to green

Health bar bugs

Life drain yourself (should not happen)

Summoning on top of a dead wraith after using unlife allows you to select the wraith but not the skeleton it summons

Unlife drain is bugged af, specifically with summoning a skeleton

Life drain increases necromancers MAX hp, (shouldn’t)

Life drain allows you to give enemy opponents life