

Mermaid

Hero

Health: 8 / Mana Gen: 2

Spell: Water

movement 1 any plus 6 W,
has swimming

Mermaid

Hero

Health: 8 / Mana Gen: 2

Spell: Water

movement 1 any plus 6 W,
has swimming

Mermaid

Hero

Health: 8 / Mana Gen: 2

Spell: Water

movement 1 any plus 6 W,
has swimming

Triton

Hero

Health: 12 / Mana Gen: 1

Spell: Water

movement 1 any plus 6 W,
has swimming

Triton

Hero

Health: 12 / Mana Gen: 1

Spell: Water

movement 1 any plus 6 W,
has swimming

Triton

Hero

Health: 12 / Mana Gen: 1

Spell: Water

movement 1 any plus 6 W,
has swimming

Surgist

Hero

Health: 9 / Mana Gen: 0

Spell: Water

movement 1 any plus 6 W,
has swimming, starting mana
10

Surgist

Hero

Health: 9 / Mana Gen: 0

Spell: Water

movement 1 any plus 6 W,
has swimming, starting mana
10

Surgist

Hero

Health: 9 / Mana Gen: 0

Spell: Water

movement 1 any plus 6 W,
has swimming, starting mana
10

Draconian

Hero

Health: 9 / Mana Gen: 1

Spell: Fire

movement 2 any, just before or after weapon action may deal 2 damage within range 2 as fire breath

Draconian

Hero

Health: 9 / Mana Gen: 1

Spell: Fire

movement 2 any, just before or after weapon action may deal 2 damage within range 2 as fire breath

Draconian

Hero

Health: 9 / Mana Gen: 1

Spell: Fire

movement 2 any, just before or after weapon action may deal 2 damage within range 2 as fire breath

Warmage

Hero

Health: 8 / Mana Gen: 2

Spell: Fire

movement 1 any plus 2 P H F, spell damage +50% round down

Warmage

Hero

Health: 8 / Mana Gen: 2

Spell: Fire

movement 1 any plus 2 P H F, spell damage +50% round down

Warmage

Hero

Health: 8 / Mana Gen: 2

Spell: Fire

movement 1 any plus 2 P H F, spell damage +50% round down

Griffin

Hero

Health: 10 / Mana Gen: 1

Spell: Air

movement 3 any

Griffin

Hero

Health: 10 / Mana Gen: 1

Spell: Air

movement 3 any

Griffin

Hero

Health: 10 / Mana Gen: 1

Spell: Air

movement 3 any

Channeler

Hero

Health: 9 / Mana Gen: 1

Spell: Air

movement 1 any plus 2 P H F, may choose to channel at start of turn but then may not move voluntarily this turn, while channeling has manaGen +2 and spell range +2 and may transmit up to 3 mana to friends at start of turn

Channeler

Hero

Health: 9 / Mana Gen: 1

Spell: Air

movement 1 any plus 2 P H F, may choose to channel at start of turn but then may not move voluntarily this turn, while channeling has manaGen +2 and spell range +2 and may transmit up to 3 mana to friends at start of turn

Channeler

Hero

Health: 9 / Mana Gen: 1

Spell: Air

movement 1 any plus 2 P H F, may choose to channel at start of turn but then may not move voluntarily this turn, while channeling has manaGen +2 and spell range +2 and may transmit up to 3 mana to friends at start of turn

Pirate

Hero

Health: 10 / Mana Gen: 1

Spell: Air

movement 1 any plus 1 P H F plus 2 W, bonus damage 50% round down including both weapon and spell damage

Pirate

Hero

Health: 10 / Mana Gen: 1

Spell: Air

movement 1 any plus 1 P H F plus 2 W, bonus damage 50% round down including both weapon and spell damage

Pirate

Hero

Health: 10 / Mana Gen: 1

Spell: Air

movement 1 any plus 1 P H F plus 2 W, bonus damage 50% round down including both weapon and spell damage

Elf

Hero

Health: 8 / Mana Gen: 2

Spell: Earth

movement 1 any plus 2 P H F, heal self 1 at start of turn if in forest, weapon range +1 if range 3 or greater

Elf

Hero

Health: 8 / Mana Gen: 2

Spell: Earth

movement 1 any plus 2 P H F, heal self 1 at start of turn if in forest, weapon range +1 if range 3 or greater

Elf

Hero

Health: 8 / Mana Gen: 2

Spell: Earth

movement 1 any plus 2 P H F, heal self 1 at start of turn if in forest, weapon range +1 if range 3 or greater

Fairy

Hero

Health: 7 / Mana Gen: 2

Spell: Earth

movement 2 any, manaGen
+1 in forest

Fairy

Hero

Health: 7 / Mana Gen: 2

Spell: Earth

movement 2 any, manaGen
+1 in forest

Fairy

Hero

Health: 7 / Mana Gen: 2

Spell: Earth

movement 2 any, manaGen
+1 in forest

Priest

Hero

Health: 8 / Mana Gen: 2

Spell: White

movement 1 any plus 2 P H F,
once per turn may heal friend
within 8 range 2 health

Priest

Hero

Health: 8 / Mana Gen: 2

Spell: White

movement 1 any plus 2 P H F,
once per turn may heal friend
within 8 range 2 health

Priest

Hero

Health: 8 / Mana Gen: 2

Spell: White

movement 1 any plus 2 P H F,
once per turn may heal friend
within 8 range 2 health

Paladin

Hero

Health: 12 / Mana Gen: 1

Spell: White

movement 1 any plus 2 P H F,
weapon damage +50% round
down if range 2 or less, once
per turn may heal friend within
4 range 1 health

Paladin

Hero

Health: 12 / Mana Gen: 1

Spell: White

movement 1 any plus 2 P H F,
weapon damage +50% round
down if range 2 or less, once
per turn may heal friend within
4 range 1 health

Paladin

Hero

Health: 12 / Mana Gen: 1

Spell: White

movement 1 any plus 2 P H F,
weapon damage +50% round
down if range 2 or less, once
per turn may heal friend within
4 range 1 health

Quartermaster

Hero

Health: 11 / Mana Gen: 1

Spell: White

movement 1 any plus 2 P H F, each pickup collected may be treated as a different type of pickup, gain 1 extra mana when collecting any pickup

Quartermaster

Hero

Health: 11 / Mana Gen: 1

Spell: White

movement 1 any plus 2 P H F, each pickup collected may be treated as a different type of pickup, gain 1 extra mana when collecting any pickup

Quartermaster

Hero

Health: 11 / Mana Gen: 1

Spell: White

movement 1 any plus 2 P H F, each pickup collected may be treated as a different type of pickup, gain 1 extra mana when collecting any pickup

Shadow

Hero

Health: 10 / Mana Gen: 1

Spell: Black

movement 1 any plus 2 P H F, if outside LOS of all enemies may use move action to teleport to any chosen other space outside LOS of all enemies

Shadow

Hero

Health: 10 / Mana Gen: 1

Spell: Black

movement 1 any plus 2 P H F, if outside LOS of all enemies may use move action to teleport to any chosen other space outside LOS of all enemies

Shadow

Hero

Health: 10 / Mana Gen: 1

Spell: Black

movement 1 any plus 2 P H F, if outside LOS of all enemies may use move action to teleport to any chosen other space outside LOS of all enemies

Vampire

Hero

Health: 11 / Mana Gen: 1

Spell: Black

movement 1 any plus 2 P H F, heals self for half weapon damage dealt round down

Vampire

Hero

Health: 11 / Mana Gen: 1

Spell: Black

movement 1 any plus 2 P H F, heals self for half weapon damage dealt round down

Vampire

Hero

Health: 11 / Mana Gen: 1

Spell: Black

movement 1 any plus 2 P H F, heals self for half weapon damage dealt round down

Necromancer

Hero

Health: 8 / Mana Gen: 2

Spell: Black

movement 1 any plus 2 P H F,
gain 3 mana whenever a hero
dies

Necromancer

Hero

Health: 8 / Mana Gen: 2

Spell: Black

movement 1 any plus 2 P H F,
gain 3 mana whenever a hero
dies

Necromancer

Hero

Health: 8 / Mana Gen: 2

Spell: Black

movement 1 any plus 2 P H F,
gain 3 mana whenever a hero
dies

Sage

Hero

Health: 8 / Mana Gen: 2

Spell: Generic

movement 1 any plus 2 P H F,
+2 spell cards in hand

Sage

Hero

Health: 8 / Mana Gen: 2

Spell: Generic

movement 1 any plus 2 P H F,
+2 spell cards in hand

Sage

Hero

Health: 8 / Mana Gen: 2

Spell: Generic

movement 1 any plus 2 P H F,
+2 spell cards in hand

Ice Sword

Starting Weapon

Damage: 3

range 1

slows movement halved round
down

Spear

Starting Weapon

Damage: 3

range 2

Wind Staff

Starting Weapon

Damage: 1

range 3

movement plus 1 P H F

Projection Wand

Starting Weapon

Damage: 1
range 4
spell range +1

Javelin

Starting Weapon

Damage: 2
range 3, over

Flame Wand

Starting Weapon

Damage: 3
range 4
attacking costs 1 mana

Short Bow

Starting Weapon

Damage: 2
range 6

Long Bow

Starting Weapon

Damage: 1
range 5, over

Crossbow

Starting Weapon

Damage: 1
range 9

Katana

Item Weapon

Damage: 5
range 1

Poison Dagger

Item Weapon

Damage: 2
range 1
decay 1 damage/turn until
target falls

Demonic Spear

Item Weapon

Damage: 6
range 2
must sacrifice 1 health to use

Vampiric Javelin

Item Weapon

Damage: 3

range 3, over

heals self for half weapon
damage dealt round down

Purge Bow

Item Weapon

Damage: 3

range 4

reduces target's mana by 1

Wand of Decay

Item Weapon

Damage: 0

range 5

decay 1 damage/turn until
target falls, attacking costs 1
mana

Ice Bow

Item Weapon

Damage: 1

range 5, over

slows movement halved round
down

Sniper Crossbow

Item Weapon

Damage: 2

range 12

Lightning Wand

Item Weapon

Damage: 1

hit any target

Flare

Fire Spell

Mana Cost: 4

range 3

damage 4

Flare

Fire Spell

Mana Cost: 4

range 3

damage 4

Fireball

Fire Spell

Mana Cost: 3

range 5, over

damage 2

Fireball

Fire Spell

Mana Cost: 3
range 5, over
damage 2

Inferno

Fire Spell

Mana Cost: 4
range 4, radius 3r2d
damage 3

Inferno

Fire Spell

Mana Cost: 4
range 4, radius 3r2d
damage 3

Enflame Weapon

Fire Spell

Mana Cost: 4
hits self
+3 bonus weapon damage
until end of turn, weapon
damage also counts as spell
damage this turn

Enflame Weapon

Fire Spell

Mana Cost: 4
hits self
+3 bonus weapon damage
until end of turn, weapon
damage also counts as spell
damage this turn

Ignite

Fire Spell

Mana Cost: 3
range 4, over
decay 1 damage/turn until
target falls

Ignite

Fire Spell

Mana Cost: 3
range 4, over
decay 1 damage/turn until
target falls

Explosive Rush

Fire Spell

Mana Cost: 3
hits self
target gains 1 movement
action this turn, at end of this
movement deal 2 damage to
enemies inside 2 range

Explosive Rush

Fire Spell

Mana Cost: 3
hits self
target gains 1 movement
action this turn, at end of this
movement deal 2 damage to
enemies inside 2 range

Detonate

Fire Spell

Mana Cost: 4

range 5, over

destroy target pickup to deal 4 damage within radius 4r2d

Detonate

Fire Spell

Mana Cost: 4

range 5, over

destroy target pickup to deal 4 damage within radius 4r2d

Explosive Teleport

Fire Spell

Mana Cost: 4

range 8

teleport any friend to target space then deal 2 damage to enemies inside 2 range

Explosive Teleport

Fire Spell

Mana Cost: 4

range 8

teleport any friend to target space then deal 2 damage to enemies inside 2 range

Lightning Strike

Air Spell

Mana Cost: 4

hit any target

damage 2

Lightning Strike

Air Spell

Mana Cost: 4

hit any target

damage 2

Lightning Storm

Air Spell

Mana Cost: 5

hit any space, radius 3r2d

damage 2

Lightning Storm

Air Spell

Mana Cost: 5

hit any space, radius 3r2d

damage 2

Shock

Air Spell

Mana Cost: 4

range 3

damage 3, stuns no spell or weapon actions next turn

Shock

Air Spell

Mana Cost: 4

range 3

damage 3, stuns no spell or
weapon actions next turn

Fly

Air Spell

Mana Cost: 2

move 3 spaces over any
terrain, no action needed

Fly

Air Spell

Mana Cost: 2

move 3 spaces over any
terrain, no action needed

Tornado

Air Spell

Mana Cost: 4

range 3, over

damage 2, move target up to
2 spaces involuntarily

Tornado

Air Spell

Mana Cost: 4

range 3, over

damage 2, move target up to
2 spaces involuntarily

Hurricane

Air Spell

Mana Cost: 4

hits all enemies

1 damage, pick a direction
and push each enemy back 2
spaces in that direction

Hurricane

Air Spell

Mana Cost: 4

hits all enemies

1 damage, pick a direction
and push each enemy back 2
spaces in that direction

Blitz

Air Spell

Mana Cost: 2

range 8, may hit self

target gains a weapon action
and a spell action this turn

Blitz

Air Spell

Mana Cost: 2

range 8, may hit self

target gains a weapon action
and a spell action this turn

Guiding Wind

Air Spell

Mana Cost: 2

hits self

your weapons with range 3 or more get +2 range and +2 damage until end of turn

Guiding Wind

Air Spell

Mana Cost: 2

hits self

your weapons with range 3 or more get +2 range and +2 damage until end of turn

Fetchful Wind

Air Spell

Mana Cost: 1

gain 3 distribute points, no action needed

Fetchful Wind

Air Spell

Mana Cost: 1

gain 3 distribute points, no action needed

Freeze

Water Spell

Mana Cost: 4

range 5

damage 2, stuns no spell or weapon actions next turn

Freeze

Water Spell

Mana Cost: 4

range 5

damage 2, stuns no spell or weapon actions next turn

Blizzard

Water Spell

Mana Cost: 6

hit any space, radius 4r3d

damage 2, stuck prevent voluntary movement until end of their next turn

Blizzard

Water Spell

Mana Cost: 6

hit any space, radius 4r3d

damage 2, stuck prevent voluntary movement until end of their next turn

Flood

Water Spell

Mana Cost: 5

all spaces adjacent to seas have rivers until end of turn, deal 2 damage to non-swimming on water spaces

Flood

Water Spell

Mana Cost: 5

all spaces adjacent to seas have rivers until end of turn, deal 2 damage to non-swimming on water spaces

Icy Weapon

Water Spell

Mana Cost: 4

hits self

+2 bonus weapon damage until end of turn, weapon attacks give impacted enemies stuck until end of turn

Icy Weapon

Water Spell

Mana Cost: 4

hits self

+2 bonus weapon damage until end of turn, weapon attacks give impacted enemies stuck until end of turn

Healing Waters

Water Spell

Mana Cost: 3

range 3, over, may hit self heal 3

Healing Waters

Water Spell

Mana Cost: 3

range 3, over, may hit self heal 3

Dolphin Swim

Water Spell

Mana Cost: 1

range 8, may hit self movement plus unlimited W this turn, has swimming until end of turn, no action needed

Dolphin Swim

Water Spell

Mana Cost: 1

range 8, may hit self movement plus unlimited W this turn, has swimming until end of turn, no action needed

Ripple

Water Spell

Mana Cost: X

duplicate a spell immediately after you cast it for half spell cost round down, no action needed

Ripple

Water Spell

Mana Cost: X

duplicate a spell immediately after you cast it for half spell cost round down, no action needed

Torrent

Water Spell

Mana Cost: 3

range 8

damage 2, push back up to 4 spaces

Torrent

Water Spell

Mana Cost: 3

range 8

damage 2, push back up to 4 spaces

Earthquake

Earth Spell

Mana Cost: 4

centered on self, radius 4r3d

damage 3

Earthquake

Earth Spell

Mana Cost: 4

centered on self, radius 4r3d

damage 3

Terraform

Earth Spell

Mana Cost: 1

draw 3 random terrain cards from the deck and replace any terrain card on the map with one of them, no action needed

Terraform

Earth Spell

Mana Cost: 1

draw 3 random terrain cards from the deck and replace any terrain card on the map with one of them, no action needed

Entangle

Earth Spell

Mana Cost: 3

range 5

damage 1, stun, damage +2 if target in forest

Entangle

Earth Spell

Mana Cost: 3

range 5

damage 1, stun, damage +2 if target in forest

Chuck Rock

Earth Spell

Mana Cost: 3

range 4

damage 3, push back up to 1 spaces

<p>Chuck Rock</p>	<p>Earth Gate</p>	<p>Earth Gate</p>
<p><i>Earth Spell</i> Mana Cost: 3 range 4 damage 3, push back up to 1 spaces</p>	<p><i>Earth Spell</i> Mana Cost: 1 teleport to random space and may abort and get mana back once per turn after checking destination, no action needed</p>	<p><i>Earth Spell</i> Mana Cost: 1 teleport to random space and may abort and get mana back once per turn after checking destination, no action needed</p>
<p>Tunnel</p> <p><i>Earth Spell</i> Mana Cost: 1 change any or all movement this turn to be over any non-sea, no action needed</p>	<p>Tunnel</p> <p><i>Earth Spell</i> Mana Cost: 1 change any or all movement this turn to be over any non-sea, no action needed</p>	<p>Forge</p> <p><i>Earth Spell</i> Mana Cost: 2 gain an item, no action needed</p>
<p>Forge</p> <p><i>Earth Spell</i> Mana Cost: 2 gain an item, no action needed</p>	<p>Forestwalk</p> <p><i>Earth Spell</i> Mana Cost: 2 range 8, may hit self target friend in forest teleports to any other chosen forest, no action needed</p>	<p>Forestwalk</p> <p><i>Earth Spell</i> Mana Cost: 2 range 8, may hit self target friend in forest teleports to any other chosen forest, no action needed</p>

Heal**White Spell**

Mana Cost: 3
range 8, can't hit self
heal 5

Heal**White Spell**

Mana Cost: 3
range 8, can't hit self
heal 5

Heal All**White Spell**

Mana Cost: 4
hits all friends but not self
heal 3

Heal All**White Spell**

Mana Cost: 4
hits all friends but not self
heal 3

Heal Area**White Spell**

Mana Cost: 3
range 5, over, radius 3r2d,
can't hit self
heal 4

Heal Area**White Spell**

Mana Cost: 3
range 5, over, radius 3r2d,
can't hit self
heal 4

Cure**White Spell**

Mana Cost: 3
range 8, may hit self
heal 2, remove all status ailments from target friend including stun and slow and decay

Cure**White Spell**

Mana Cost: 3
range 8, may hit self
heal 2, remove all status ailments from target friend including stun and slow and decay

Holy Assault**White Spell**

Mana Cost: 3
range 8, can't hit self
target friend gains a move action and a weapon action this turn, +2 bonus weapon damage until end of turn, costs caster's weapon and spell action

Holy Assault

White Spell

Mana Cost: 3

range 8, can't hit self

target friend gains a move action and a weapon action this turn, +2 bonus weapon damage until end of turn, costs caster's weapon and spell action

Godspeed

White Spell

Mana Cost: 1

range 8, can't hit self

target friend gains a move action right now, no action needed

Godspeed

White Spell

Mana Cost: 1

range 8, can't hit self

target friend gains a move action right now, no action needed

Smite

White Spell

Mana Cost: 3

range 8

damage 2, slows movement halved round down

Smite

White Spell

Mana Cost: 3

range 8

damage 2, slows movement halved round down

Reinforcing Teleport

White Spell

Mana Cost: 2

range 8, can't hit self

teleport target friend to any space adjacent to another friend or the caster, no action needed

Reinforcing Teleport

White Spell

Mana Cost: 2

range 8, can't hit self

teleport target friend to any space adjacent to another friend or the caster, no action needed

Drain Health

Black Spell

Mana Cost: 5

range 4

damage 3, heal self for damage dealt

Drain Health

Black Spell

Mana Cost: 5

range 4

damage 3, heal self for damage dealt

Decay

Black Spell

Mana Cost: 3

range 6

decay 1 damage/turn until target falls

Decay

Black Spell

Mana Cost: 3

range 6

decay 1 damage/turn until target falls

Pestilence

Black Spell

Mana Cost: 5

range 8, radius 3r2d

decay 1 damage/turn until target falls

Pestilence

Black Spell

Mana Cost: 5

range 8, radius 3r2d

decay 1 damage/turn until target falls

Plague

Black Spell

Mana Cost: 1

hits all characters incl. friends, decay 1 damage/turn until target falls

Plague

Black Spell

Mana Cost: 1

hits all characters incl. friends, decay 1 damage/turn until target falls

Dominate

Black Spell

Mana Cost: 5

range 6, over

immediately take a movement and weapon action using target enemy

Dominate

Black Spell

Mana Cost: 5

range 6, over

immediately take a movement and weapon action using target enemy

Sacrifice

Black Spell

Mana Cost: 2

sacrifice 3 health, gain 7 mana

<p style="text-align: center;">Sacrifice</p>	<p style="text-align: center;">Shadow Teleport</p>	<p style="text-align: center;">Shadow Teleport</p>
<p style="text-align: center;"><i>Black Spell</i></p> <p style="text-align: center;">Mana Cost: 2</p> <p style="text-align: center;">sacrifice 3 health, gain 7 mana</p>	<p style="text-align: center;"><i>Black Spell</i></p> <p style="text-align: center;">Mana Cost: 2</p> <p style="text-align: center;">choose a space outside of line of sight of enemies and teleport to it</p>	<p style="text-align: center;"><i>Black Spell</i></p> <p style="text-align: center;">Mana Cost: 2</p> <p style="text-align: center;">choose a space outside of line of sight of enemies and teleport to it</p>
<p style="text-align: center;">Lethargy</p>	<p style="text-align: center;">Lethargy</p>	<p style="text-align: center;">Mermaid Hyper Rough Waters</p>
<p style="text-align: center;"><i>Black Spell</i></p> <p style="text-align: center;">Mana Cost: 2</p> <p style="text-align: center;">hits all enemies</p> <p style="text-align: center;">slows movement halved round down</p>	<p style="text-align: center;"><i>Black Spell</i></p> <p style="text-align: center;">Mana Cost: 2</p> <p style="text-align: center;">hits all enemies</p> <p style="text-align: center;">slows movement halved round down</p>	<p style="text-align: center;"><i>Hyper</i></p> <p style="text-align: center;">at start of mermaid's turn all non-swimming enemies take 1 damage if on or adjacent to water</p>
<p style="text-align: center;">Triton Hyper Friendly Currents</p>	<p style="text-align: center;">Draconian Hyper Drake</p>	<p style="text-align: center;">Warmage Hyper Destruction</p>
<p style="text-align: center;"><i>Hyper</i></p> <p style="text-align: center;">all friends have swimming and at start of triton's turn all friends may move up to 2 spaces onto water</p>	<p style="text-align: center;"><i>Hyper</i></p> <p style="text-align: center;">movement 3 any, before or after weapon attack may deal 4 damage within range 4 as fire breath</p>	<p style="text-align: center;"><i>Hyper</i></p> <p style="text-align: center;">spell damage doubled instead and spells impacting enemies don't require spell actions</p>

Griffin Hyper Mount

Hyper

movement 4 any, may pick up and drop adjacent friends any times during griffin's turn but must drop them to adjacent spaces before end of turn

Elf Hyper Regeneration

Hyper

heals self 1 at start of turn

Fairy Hyper Mystical Forests

Hyper

at start of fairy's turn all friends in forests gain 2 mana

Priest Hyper Benevolence

Hyper

once per turn heal all friends 2 health instead

Paladin Hyper Warrior

Hyper

health and max health +2, double weapon damage bonus instead for weapons with range 2 or less

Shadow Hyper Ambush

Hyper

triple weapon damage if started turn outside LOS of all enemies

Vampire Hyper Manadrain

Hyper

steals mana from enemy equal to half weapon damage dealt to it round down

Sage Hyper Arcane Research

Hyper

may discard same spell category spells when casting a spell to reduce mana cost by 1 for each

Channeler Hyper Proxy

Hyper

during channeler's turn it may cast spells through friends using any combination of channeler's and friend's mana without using spell actions

Slayer Hyper Reap

Hyper

slayer gains 6 mana each time it kills an enemy or friend

Surgist Hyper Generation

Hyper

managen +2

Quartermaster Hyper Distributed

Hyper

all friends may also treat pickups as a different type and gain 1 mana on collecting a pickup

Player

Player

Player 1

Player

Player

Player 2

Death Spirit

Spirit

2 death spells, 1 fire spells, 2 general spells, on player turn one friend must sacrifice 2 health for +4 mana

Fire Spirit

Spirit

2 fire spells, 1 death spells, 2 general spells, any one friend may make a spell attack for 3 damage at 4 range over

Air Spirit

Spirit

2 air spells, 1 water spells, 2 general spells, on player turn any one friend immediately gains movement 3 any

Water Spirit

Spirit

2 water spells, 1 air spells, 2 general spells, on player turn any one friend immediately gains movement 1 any plus unlimited W

Earth Spirit

Spirit

2 earth spells, 1 life spells, 2 general spells, on player turn heal all friends for 1 health

Life Spirit

Spirit

2 life spells, 1 earth spells, 2 general spells, heal any one friend for 2 health

Mana Spirit

Spirit

5 general spells, on player turn any one friend may gain +2 mana

Chaos Spirit

Spirit

maintain 3 spells in hand for same category as current Chaos Element, 2 general spells, at start of player turn and start of game draw a Chaos Element from deck and it stays in effect until next one drawn

Chaos Elemental Fire

Chaos Element

any one friend may make a spell attack for 3 damage at 4 range over

Chaos Elemental Water

Chaos Element

on player turn any one friend immediately gains movement 1 any plus unlimited W

Chaos Elemental Air

Chaos Element

on player turn any one friend immediately gains movement 3 any

Chaos Elemental Earth

Chaos Element

on player turn heal all friends for 1 health

Chaos Elemental Spirit

Chaos Element

heal any one friend for 2 health

Chaos Elemental Void

Chaos Element

on player turn one friend must sacrifice 2 health for +4 mana

Spells Deck

Fire Spells Deck

Air Spells Deck

Water Spells Deck

Earth Spells Deck

White Spells Deck

Black Spells Deck

Turn Order Deck

**Player Heroes
Deck**

**Soul Heroes
Deck**

**Starting
Weapons
Deck**

**Item
Weapons
Deck**

Items Deck

Spirits Deck

Hypers Deck

**Chaos
Elements
Deck**