

# 11 WATERELEMENTAL

You close your eyes, breathing heavily. Suddenly from no where, water begins to trickle into the room from the walls and floor. The water begins to pool in front of you. The pool turns into a pillar with the sound of crashing waves emanating from it. As the pillar grows larger, it forms two arm like limbs, until a large water elemental stands before you.

Take the Water Elemental card. It can be commaded to attack instead of you.

Target : Any available space on the same board section

Duration : Until destroyed or wizard leaves the area/destroyed

ATTACK

# SPELL



# SPEDS

# 11 FIREELEMENTAL

Your eyes turn white as you hold out your hand. A tiny spark jumps from the lantern, and appears to dance on the floor. With a wave of your hands the spark ignites into a roaring flame growing larger in size. The flames begin to take shape and the form of arms and a head appears. Standing before you is a huge elemental under your control.

Take the Fire Elemental card. It can be commaded to attack instead of you.

Target : Any available space on the same board section

Duration : Until destroyed or wizard leaves the area/destroyed

ATTACK

# SPELL



# SPEDS

# 11 EARTHELEMENTAL

You drench your hands into fists, and strain pulling you arms up, as if heavy weights were attached. The ground begins to shake, and a rumbling sound can be heard deep below the floor. Suddenly the ground bursts open just in front of you. Standing before you is the form of a large earth elemental.

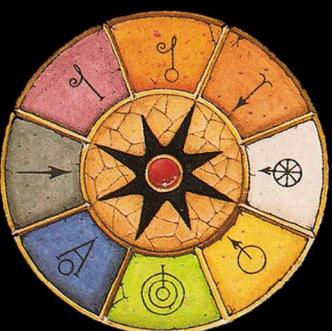
Take the Earth Elemental card. It can be commaded to attack instead of you.

Target : Any available space on the same board section

Duration : Until destroyed or wizard leaves the area/destroyed

ATTACK

# SPELL



# SPEDS

# 11 AIRELEMENTAL

You cup your hands around your mouth and begin to blow gently. Your breath seems to begin to coalesce in mid air. The gathering of air begins to swirl faster and faster, growing larger and larger, picking up dust, you begin to see a shape form in the room. Floating before you is a large air elemental

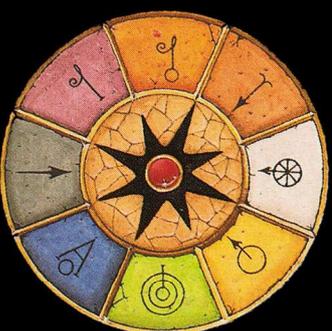
Take the Air Elemental card. It can be commaded to attack instead of you.

Target : Any available space on the same board section

Duration : Until destroyed or wizard leaves the area/destroyed

ATTACK

# SPELL



# SPEDS