– Ice Mage – V0.5.2 –

Absent of motion, absent of warmth. The world dominated by elemental ice is one of blinding, numbing whites and greys, unrelenting in their drain of all that is and depriving the future of what might be. The cold drains spirit and senses alike, leaving the poor soul lost in its icy embrace with nothing. Utterly alone.

Ice is the element of isolation. Ice abilities allow you to hide as well as trap and debilitate enemies.

– Lightning Mage – V0.5.2 –

Lightning is powerful. It is sudden. But no bolt is alone, it must move from one point to another, linking them for just a moment to transfer its immense power. The mage who specializes in the study of the storm feels the movements of static through the world like one might feel their own pulse. The way it jumps becomes second nature, a tool to form the connections the mage wishes, to bolster, to bind, to blast.

Lightning is the element of connection. Lightning abilities link allies and arc between foes, often targeting many enemies at once.

ICE & LIGHTNING SPECIALIZATION ADVANCEMENT

Level	Feature	Ice	Lightning
1st	Acolyte	Ice: Acolyte of Ice	Lightning: Acolyte of Lightning
	Specialization Feature	Frost Over	Application of Charges
	Triggered Action	Freeze!	Static Shove
	Elementalist Wards	Ward of Sudden Disappearance	Ward of Bonded Sacrifice
2nd	Disciple	Disciple of Ice	Disciple of Lightning
3rd	Specialization Feature	Clarity of Ice	The Clouds Call Me Back
4th	Mantle Effect	Glacial Grounds	Charging Bed
5th	Specialization Feature	Grace By Frigidity	Reaching Web of Sparks
8th	Specialization Feature	Solitude in Time	Galvanized Exchange
10th	One - Master Feature	Master of Ice	Master of Lightning

1st-Level Features

Ice: Acolyte of Ice

As the power of ice flows through you it bolsters your ability to cast creatures across ice slick surfaces. When you use a Magic ability with the Ice keyword, you can slide one target of the ability or yourself 1 square after the ability has resolved. This slide ignores stability.

Lightning: Acolyte of Lightning

You've mastered the ability to shape the paths of errant sparks your magic generates. When you deal damage to more than one creature using an ability with the Lightning keyword you can deal R lightning damage to a creature adjacent to you.

1st-Level Specialization Features

Application of Charges

You imbue or purge a potent electrical charge with just a touch.

Lightning, Magic, Melee **Maneuver**
Melee 1 One creature or object

Effect: You touch a target and transfer an energizing bit of electricity into them, granting them 2xR temporary stamina. While they have this temporary stamina, if they are targeted by an ability with the Melee keyword the attacker takes lightning damage equal to your level.

Frost Over

With a touch and chilled breath you build icy surfaces in sheet, block, or powder.

Ice, Magic, Melee **Main Action**
Melee 1 Special

Effect: You touch a square containing a mundane solid surface and create an icy slick covering it in a 3 Burst. Any creature that begins their turn on the surface has their stability reduced by 1 to a minimum of 0 until they end their turn off of the surface.

Alternative Effect: You touch a square containing a mundane liquid and create a floating platform of solid ice. The platform is size 2 and is capable of holding up to four size 1 creatures or objects without breaking or sinking.

Alternative Effect: You touch a square containing a mundane solid surface and collect moisture from the air to create a soft cushion of snow in a 5 wall which must include the square you touched. Any creature who is force moved into the wall has any remaining forced movement reduced by R to a minimum of zero.

Specialization Triggered Actions

Freeze!

You cause ice crystals to anchor a moving creature in place.

Ice, Magic, Ranged **Triggered**
Ranged 10 Self or one ally

Trigger: The target is force moved.

Effect: The target's stability is increased by R until the forced move is resolved.

Spend 1 Essence: The target's stability remains increased until the end of their next turn.

Static Shove

You link two targets with static electricity so they move together.

Lightning, Magic, Ranged **Triggered**
Ranged 10 One creature or object

Trigger: A creature or object is force moved.

Effect: You create a static link between the target being force moved and an additional target within 1 square of them. The second target takes the same forced move.

Spend 1 Essence: The second target can be within 5 squares of the target being force moved.

Elementalist Wards

Ward of Bonded Sacrifice

You use the crackling power of electricity to create a ward which links you to your allies. When you take damage you can redirect up to R damage to an ally within 10 squares.

Ward of Sudden Disappearance

You craft a ward of obfuscating snow and ice. When you take damage, you can teleport to an unoccupied square up to R squares away.

Signature Abilities

Blinding Spark

A flash of errant electricity blinds those in its field.

Area, Lightning, Magic | **Main Action**
1 Burst | Each enemy in the area

Power Roll + Reason:
- ≤11 2 lightning damage
- 12-16 4 lightning damage
- 17+ 6 lightning damage

Effect: Each target with **A < weak** has the distance of their Ranged abilities reduced by **R**.

Icicle Impalement

You launch a skewering shard of razor sharp ice at a target.

Ice, Magic, Ranged, Strike | **Main Action**
Ranged 10 | One creature or object

Power Roll + Reason:
- ≤11 2 + **R** cold damage; **A < weak**, bleeding (save ends)
- 12-16 5 + **R** cold damage; **A < average**, bleeding (save ends)
- 17+ 7 + **R** cold damage; **A < strong**, bleeding (save ends)

It Strikes Twice

Like lightning, you strike with incredible speed.

Lightning, Magic, Melee, Strike | **Main Action**
Melee 1 | One creature

Power Roll + Reason:
- ≤11 1 + **R** lightning damage; push 2
- 12-16 2 + **R** lightning damage; push 3
- 17+ 3 + **R** lightning damage; push 4

Effect: You can immediately move to an unoccupied square adjacent to the target and make a melee free strike against them which deals lightning damage.

Staggering Avalanche

A collapsing onslaught of ice and snow issues forth from above.

Area, Ice, Magic, Ranged | **Main Action**
2 Cube within 10 | Each enemy in the area

Power Roll + Reason:
- ≤11 2 cold damage
- 12-16 4 cold damage
- 17+ 6 cold damage; **M < strong**, prone

3-Essence Heroic Abilities

Chain Lightning (3 Essence)

A bolt of electricity arcs from enemy to enemy.

Lightning, Magic, Ranged | **Main Action**
Ranged 10 | One creature or object

Power Roll + Reason:
- ≤11 3 lightning damage; 1 additional target
- 12-16 5 lightning damage; 1 additional target
- 17+ 8 lightning damage; 2 additional targets

Effect: You launch a bolt of lightning at the target. The bolt then arcs to another target within range 5 of the previous target, dealing the same damage.

Spend 1+ Essence: For each essence spent, the lightning can chain to an additional target within range of the effect which has not already been targeted.

Winter's Accursed Lethargy (3 Essence)

Buffeting cold drains your enemies' will to move.

Area, Ice, Magic, Ranged | **Main Action**
3 Cube within 10 | Each enemy in the area

Power Roll + Reason:
- ≤11 2 cold damage; **R < weak**, slowed (save ends)
- 12-16 4 cold damage; **R < average**, slowed (save ends)
- 17+ 6 cold damage; **R < strong**, slowed (save ends)

5-Essence Heroic Abilities

Gone In A Puff of Snow (5 Essence)

You use a blast of snow to cover and execute an escape.

Area, Ice, Magic, Ranged | **Main Action**
Ranged 10 | Self or one ally

Effect: The target unleashes a 1 Burst of blinding snow using the following power roll and can immediately shift up to their movement and Hide as a free triggered action.

Power Roll + Reason:
- ≤11 3 cold damage
- 12-16 5 cold damage
- 17+ 8 cold damage

The Shocking Pain of Separation (5 Essence)

A lightning bolt tethers two creatures together so neither may move without hurting the other.

Lightning, Magic, Ranged | **Main Action**
Ranged 10 | Two creatures

Power Roll + Reason:
- ≤11 4 lightning damage
- 12-16 6 lightning damage
- 17+ 10 lightning damage

Effect: You link two creatures with a tether of electricity. Until the start of your next turn if either target moves or is force moved both take lightning damage equal to the number of squares moved plus **R**.

Persistent 2: At the start of your turn, you can use your maneuver to use this ability again without spending essence.

2nd-Level Features

Disciple of Ice

Your connection to elemental ice bolsters yourself against its ceaseless chill. You gain cold immunity equal to 5 plus your level in this class. Any cold damage you deal ignores a target's cold immunity.

Additionally, icy mist flows off you making you harder to target when isolated. While not adjacent to another creature you have concealment.

Disciple of Lightning

Your study of elemental lightning grounds you against its electrifying power. You gain lightning immunity equal to 5 plus your level in this class. Any lightning damage you deal ignores a target's lightning immunity.

Additionally, you overflow with raw, electrifying power. Once per combat round you or an ally can use a free maneuver on their turn to touch you and gain R surges.

New 5-Essence Heroic Abilities

Contemplate Seclusion (5 Essence)

Nothing is more damaging to the mind than total isolation.

Area, Ice, Magic, Ranged, Void — **Main Action**
3 Cube within 10 — Special

Effect: Until the start of your next turn the area gains the following effects:

- You and your allies have concealment while outside the area from enemies inside the area.
- Each enemy who enters the area for the first time in a combat round or starts their turn there takes R cold damage.
- If an enemy enters the area for the first time in a combat round or starts their turn there and they are the only creature in the area, they take R psychic damage.

Persistent 1: The area remains until the start of your next turn. As a maneuver, you can move the area up to 5 squares. This ability ends if the area is ever not within your line of effect.

Crystalline Channeling (5 Essence)

You lance out with a bolt seemingly encased in ice crystals.

Area, Ice, Lightning, Magic — **Main Action**
10 x 1 Line within 1 — Each enemy in the area

Power Roll + Reason:
≤11 5 lightning damage; **A < weak**, slowed (save ends)
12-16 8 lightning damage; **A < average**, slowed (save ends)
17+ 13 lightning damage; **A < strong**, slowed (save ends)

Flash Grounding (5 Essence)

A bolt of lightning strikes downward with enough force to move mountains.

Earth, Lightning, Magic, Ranged, Strike — **Main Action**
Ranged 10 — One creature

Power Roll + Reason:
≤11 8 + R lightning damage
12-16 12 + R lightning damage
17+ 16 + R lightning damage

Effect: Any mundane material contained in the two squares directly beneath the target is obliterated and the target is pushed vertically downward two squares into the cleared space.

The Fortress Stands Alone (5 Essence)

Caked in permafrost, preserved against siege.

Earth, Ice, Magic, Melee — **Maneuver**
Melee 1 — Self or one ally

Effect: The target gains **5xR** temporary stamina. While they have this temporary stamina, they can choose to deal cold damage with their Melee abilities.

Inflicted Hibernation (5 Essence)

Use cold to determine nature's course and put them to sleep.

Green, Ice, Magic, Ranged, Strike — **Main Action**
Ranged 10 — One creature

Power Roll + Reason:
≤11 3 + R cold damage; **R < weak**, dazed (save ends)
12-16 6 + R cold damage; **R < average**, dazed (save ends)
17+ 9 + R cold damage; **R < strong**, dazed (save ends)

Effect: If the target has already taken their turn this round, they take R corruption damage; if they have not yet taken their turn, they must wait until all other creatures have taken their turns this round.

A Ravenous Thermal Dichotomy (5 Essence)

A violent clash of fire and ice leaves your target diminished.

Fire, Ice, Magic, Ranged, Strike — **Main Action**
Ranged 10 — One creature

Power Roll + Reason:
≤11 2 + R cold damage; 2 + R fire damage
12-16 3 + R cold damage; 3 + R fire damage
17+ 5 + R cold damage; 5 + R fire damage

Effect: The target gains R damage weakness (save ends), chosen from the following damage types: acid, cold, corruption, fire, lightning, poison, or sonic.

Spark To Flame (5 Essence)

The first sparks set alight an inferno which burns through your enemies.

Fire, Lightning, Magic, Ranged, Strike **Main Action**
Ranged 10 One creature

Power Roll + Reason:
≤11 6 + R lightning damage; M < weak, burning (save ends)
12-16 9 + R lightning damage; M < average, burning (save ends)
17+ 13 + R lightning damage; M < strong, burning (save ends)

Effect: A burning creature takes 1d6 fire damage at the start of each of their turns.

Persistent 1+: At the start of your turn you can spread the fire to a creature adjacent to any burning creature for each essence you spend, making them burning (save ends).

Storm of Broken Senses (5 Essence)

A blast of electricity stuns and disorients your foes.

Area, Lightning, Magic, Ranged, Void **Main Action**
3 Cube within 10 Each enemy in the area

Power Roll + Reason:
≤11 3 lightning damage; dazed (EoT)
12-16 5 lightning damage; dazed (EoT)
17+ 8 lightning damage; dazed (EoT)

Persistent 2: At the start of your turn, you can use a maneuver to use this ability again without spending essence.

Union of All Life Restored (5 Essence)

A boon to one is a boon to all for the strength of the living is unity.

Green, Lightning, Magic, Ranged **Triggered**
Ranged 10 Self or one ally

Trigger: The target spends a recovery.

Effect: The target does not regain their recovery value, instead you and all allies in range, including the target, regain R stamina.

3rd-Level Features

Clarity of Ice

You can spend 1 minute to sculpt a thin layer of ice around a Size 1 target, using the icy refractions of light to render them temporarily invisible. If the target is an object, the invisibility lasts for 1 hour or until the object takes any damage. If the target is a willing creature, the invisibility lasts for 1 minute or until they take any damage or until they use an ability. Only one target can be made invisible by this feature at a time, the previous target becomes visible the instant the new target gains invisibility. You can always see the target while invisible.

The Clouds Call Me Back

As a maneuver you can ascend up to 50 squares in a straight line as if carried by an inverted bolt of lightning. When you choose to stop ascending you can use your movement as if flying for a number of turns equal to your level. While flying you can instantaneously descend in a straight line as a maneuver.

7-Essence Heroic Abilities

Cold Is No Mercy To The Suffering (7 Essence)

You trap your already vulnerable enemies in icy shackles.

Area, Ice, Magic, Ranged **Main Action**
3 Cube within 10 Each enemy in the area

Power Roll + Reason:
≤11 3 cold damage
12-16 6 cold damage
17+ 9 cold damage

Effect: Any target under the effect of an 'End of Turn' or 'Save Ends' effect or condition becomes Restrained (EoT).

Persistent 2: At the start of your turn, you can use your maneuver to use this ability again without spending essence.

That Which Follows The Lightning... (7 Essence)

Is THUNDER!

Area, Lightning, Magic **Maneuver**
2 Burst Each enemy in the area

Power Roll + Reason:
≤11 3 sonic damage
12-16 6 sonic damage
17+ 9 sonic damage

Effect: You surround yourself with rumbling energy, which crashes with thunder. Until the end of your next turn, when you use an ability with the Lightning keyword you can roll power for this ability as a free triggered action.

Persistent 1: The effect lasts until the start of your next turn.

4th-Level Features

Charging Bed

At the end of each of your turns, each ally in the area gains a surge.

Glacial Grounds

At the end of each of your turns, each enemy in the area has their speed reduced by R (EoT).

5th-Level Features

Grace By Frigidity

The power of ice extends your reach to maintain ultimate isolation. You gain a bonus to the distance of your ranged abilities equal to your level.

Additionally, whenever you use an Ice ability, you or one ally within distance of the ability can shift up to their speed.

Reaching Web of Sparks

Lightning expands out from you as if it leaps alive from your fingers. The range of your Acolyte of Lightning damage increases to the range of your Hurl Element ability.

Additionally, each ally within the area of your Mantle of Essence gains a bonus to the distance of their ranged abilities equal to **R**.

9-Essence Heroic Ability

Cast Upon The Brink (9 Essence)

You send your foes scattering across an icy field.

Area, Ice, Magic, Ranged — **Main Action**
4 Cube within 10 — Each enemy in the area

Power Roll + Reason:

≤11 3 cold damage; slide 2
12-16 6 cold damage; slide 3
17+ 9 cold damage; slide 4

Effect: The area is difficult terrain and lasts until the start of your next turn. If a creature ends their movement in the area without shifting, they are pushed **R** squares in the direction they were moving.

Persistent 1: The area lasts until the start of your next turn.

Striking Experiences Shared (9 Essence)

With an arc of electricity you weld them together to become one.

Lightning, Magic, Ranged, Strike — **Main Action**
Ranged 10 — Two adjacent creatures

Power Roll + Reason:

≤11 5 + **R** lightning damage
12-16 8 + **R** lightning damage
17+ 11 + **R** lightning damage

Effect: Until the start of your next turn the targets are fused together. Any ability which targets one of the creatures targets both. If one of the creatures moves, they must spend an additional square of movement for each square they move into as they drag the other along. If one of the creatures is force moved, the other takes the same forced movement in the same direction.

Persistent 1: The effect lasts until the start of your next turn.

6th-Level Features

New 9-Essence Heroic Abilities

Attraction Pulled From Ore (9 Essence)

You raise a column of earth filled with magnetized metals, drawing your foes into one convenient mass.

Earth, Lightning, Magic, Ranged, Void — **Main Action**
Ranged 10 — Special

Effect: You create a size 2 pillar of metal in an unoccupied space which emits a 5 Aura. At the end of each of your turns, each enemy within the aura is pulled up to 3 squares toward the pillar. The aura is considered difficult terrain for enemies if they are moving away from the pillar.

A Single Spark Wipes Clean The Forest (9 Essence)

From spark to flame, inferno to ruin, sprout to verdant, the cycle repeats unceasingly.

Area, Fire, Green, Lightning, Magic, Ranged — **Main Action**
4 Cube within 10 — Special

Effect: All mundane objects and structures in the area are destroyed, all cover and concealment is burned away. Abilities targeting each enemy in the area have an edge. Each ally in the area gains temporary stamina equal to your level.

Persistent 1: At the start of your turn, you can use a maneuver to use this ability again without spending essence.

Split To Oblivion's Extremes (9 Essence)

They are divided into primordial twins, matched in opposition.

Fire, Ice, Magic, Ranged, Void — **Main Action**
Ranged 10 — Self or one ally

Effect: The target disappears and is replaced with two duplicates which appear in unoccupied squares within range, one made of fire, the other made of ice. Each duplicate has stamina equal to the target's recovery value but is otherwise identical to the target. The duplicates share the target's heroic resources and recoveries and act on the same turn with each being able to take a Main Action, Maneuver, Move Action, and Triggered Action. The duplicates also gain the following benefits:

- Both duplicates have fire and cold immunity 10.
- When a duplicate deals damage from an ability they can choose to make its type either fire or cold depending on the duplicate.
- Both duplicates emit a 1 Aura which deals **R** damage of their associated type to each enemy in the aura when the target's turn begins.

The duplicates remain until the start of your next turn, both are destroyed, or you or the target decide to end the effect early, at which point the target reappears in an unoccupied space within range.

Persistent 2: The duplicates remain until the start of your next turn and each gains **2xR** temporary stamina. If one of the duplicates was destroyed you can create a new one within range.

The Glacier Stands Vigil (9 Essence)

You erect a mass of ice and stone, teeming with a primal awareness.

Area, Earth, Green, Ice, Magic, Ranged **Main Action**
10 Wall within 10 Special

Effect: The wall lasts until the start of your next turn and must be placed in unoccupied squares. Each square of the wall can take 6 damage before it is destroyed and any damage dealt by forced movement into the wall becomes cold damage. Each enemy who moves adjacent to the wall for the first time in a combat round or begins their turn there and has **A < strong** is grabbed by the nearest square of the wall (EoT) and takes **R** cold damage for each square of the affected area they start their turn in or enter.

Persistent 2: The wall lasts until the start of your next turn, you can add **R** squares to the wall, and you can move any squares of the wall into adjacent unoccupied squares.

8th-Level Features

Galvanized Exchange

Electricity is but one form of energy, through it you can manipulate more. At the end of each of your turns you can select yourself and one ally or two allies within range of your Hurl Element ability and swap the amounts of their Heroic Resource.

Additionally, whenever a creature adjacent to you spends their Heroic Resource or Malice, you can grant an ally within range of your Hurl Element ability a surge as a free triggered action.

Solitude In Time

Even time can freeze, but to exist there is the ultimate isolation. At the end of each of your turns, you target yourself or an ally within range of your Hurl Element ability and freeze time for them for just a moment. The target can choose to use that time to do one of the following things:

- The target gains Heroic Resource as if they had begun their turn.
- The target uses a Signature Ability.
- The target moves up to their speed without triggering opportunity attacks.

11-Essence Heroic Abilities

Bound In Frozen Shackles (11 Essence)

You create giant icicles to cage your enemies.

Ice, Magic, Ranged **Main Action**
Ranged 10 Special

Effect: You create five size 1L spires of ice which last until the end of the encounter. Each spire has 20 stamina, cannot be force moved, and emit a frigid 1 Aura. An enemy that ends their turn within a spire's aura or is forced moved into a spire's aura is restrained (save ends). At the start of your turn each enemy within the auras takes cold damage equal to your level.

Additionally, you or an ally can touch a spire as a maneuver and end one effect on themself that is ended by a saving throw or that ends at the end of their turn and transfer the effect to a creature of their choice which is within the aura of any spire.

Rapid Discharge Increases Rapidity (11 Essence)

You unleash a huge amount of electricity which fries your foes and supercharges your allies.

Area, Lightning, Magic **Main Action**
4 Burst Each enemy in the area

Power Roll + Reason:

≤11 5 + **R** lightning damage
12-16 8 + **R** lightning damage
17+ 11 + **R** lightning damage

Effect: Each ally in the area gains a +2 bonus to their speed until the end of the encounter.

9th-Level Features

New 11-Essence Heroic Abilities

Blizzard Banishment (11 Essence)

You are the epicenter of an onslaught of ice which repels all.

Area, Ice, Magic **Main Action**
5 Burst Each enemy and object in the area

Power Roll + Reason:

≤11 4 cold damage; push 3
12-16 6 cold damage; push 4
17+ 10 cold damage; push 5

Persistent 2: At the start of your turn, you can use a maneuver to use this ability again without spending essence.

Lingering Storm (11 Essence)

From heavens above the lightning strikes, on land below the charge endures.

Area, Lightning, Magic, Ranged **Main Action**
5 Cube within 10 Each enemy in the area

Power Roll + Reason:

≤11 6 lightning damage
12-16 9 lightning damage
17+ 13 lightning damage

Effect: Until the end of your next turn the area is electrified. Each enemy who enters the area for the first time in a combat round or starts their turn there takes lightning damage equal to your level for each square of the area they start their turn in or enter.

Persistent 2: The area remains until the start of your next turn. As a maneuver, you can move the area up to 5 squares. This ability ends if the area is ever not within your line of effect.

10th-Level Features

Master of Ice

You can use the Hide maneuver even while being observed as long as you have cover or concealment.

Additionally, as a respite activity, you can conjure a blizzard in a 1-mile radius. After the first hour, it becomes impossible for any creatures within the radius to travel through the storm. Any creatures who attempt to brave the blizzard either become frozen or lose half their stamina and become unable to regain it for the duration of the respite.

You can freeze bodies of water solid, bury structures under snowdrifts, carve away earth with battering hail, form icy tunnels or crevasses in the snow cover or into the earth, and perform similar feats. You can't use this respite activity if another creature within 1 mile is already using it. Once you use this respite activity, you can't use it again for 10 days.

Master of Lightning

Lightning links you to all the connections you've made. As a maneuver you can speak a short message and send it on a bolt of lightning to a creature you have a friendly relationship with anywhere in the world.

Additionally, as a maneuver you can teleport to an unoccupied space adjacent to a creature you have a friendly relationship with provided they are willing and are on the same world as you.

– Credits –

Design, Writing, Layout by Tom Bell (TBelmont)
Icons from MrMattDollar's DS Open Glyphs

– April'26 Changelog –

- Layout of all abilities updated
- *Acolyte of Ice* changed from a shift for the elementalist to a slide
- Changed the effect of *A Ravenous Thermal Dichotomy* to grant a vulnerability instead of reducing immunity
- Four new abilities added to the "New 5-Essence Heroic Ability" section:
  - *Contemplate Seclusion* for Ice/Void
  - *Spark to Flame* for Lightning/Fire
  - *The Fortress Stands Alone* for Ice/Earth
  - *Union of All Life Restored* for Lightning/Green
- Updated the Effect of *Cold Is No Mercy For The Suffering* to specify EoT or Save Ends criteria for effect
- Added an end rider for the effect of *Rapid Discharge Increases Rapidity*
- *Disciple of Lightning* changed the surge generation mechanic
- Lowered the temp stamina from *Application of Charges*
- *Freeze!* changed to increase stability on self/allies instead of overcost speed reduction on enemies
- Completed rough balance pass using Jacons ability math worksheet
- Lots of minor wording changes...

<u>*Currently working on:*</u>
- Ideating an overhaul of Disciple and Master features
- Creating a Forge Steel sourcebook (done)

<u>*New Ability Ideas*</u>
- Ice:
  - separate captain from minion squad
  - I think I want an earlier ice wall
- Lightning:

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