

BLACK (DEATH) SPELLS

Ashes to Ashes Casting Cost: 2 Target one health-worth of units in any enemy's DUA. Target units are immediately buried. Multiple castings increase the number of health affected or target another DUA.
Palsy Casting Cost: 3 Target any enemy army. Until the beginning of your next turn, subtract one result from the target army. Multiple castings increase the effect or target another army. During a combination roll, the owner of the acting army chooses how to apply the penalty.

Reanimate Dead Casting Cost: 3 Target one health-worth of units in your DUA. Target units immediately join the casting army. Multiple castings increase the number of health affected.

Deadlands Casting Cost: 4 Target any terrain. Until the terrain face is changed, the target terrain gains the black (death) element. Multiple castings target multiple terrains.

Finger of Death Casting Cost: 4 Target any enemy unit. Immediately inflict one point of damage to the target unit with no save possible. Multiple castings increase the effect or target another unit.

Open Grave Casting Cost: 6 Target any army. Until the beginning of your next turn, for any army-targeting effect that causes damage to the target army, any units taken as casualties immediately go to the reserve area rather than the DUA. Multiple castings target multiple armies.

BLUE (AIR) SPELLS

Hailstorm Casting Cost: 2 Target any enemy army. Immediately inflict one point of damage to the target army, which may roll to save. Multiple castings increase the effect or target another army.

Breath of Life Casting Cost: 3 Target one health-worth of units in your DUA. Target units immediately join the casting army. Multiple castings increase the number of health affected.

Wind Walk Casting Cost: 4 Target any army. Until the beginning of your next turn, add four maneuver results to the target army. Multiple castings increase the effect or target another army.

Lightning Strike Casting Cost: 6 Target any enemy unit. The target unit must immediately generate a save or be killed. Multiple castings target multiple units.

GOLD (EARTH) SPELLS

Stoneskin Casting Cost: 2 Target any army. Until the beginning of your next turn, add one save result to the target army. Multiple castings increase the effect or target another army.

Dust to Dust Casting Cost: 3 Target one health-worth of units in any enemy's DUA. Target units are immediately buried. Multiple castings increase the number of health affected or target another DUA.

Path Casting Cost: 4 Target any of your units at any terrain. Immediately move the target unit to any other terrain. Multiple castings target multiple units.

Transmute Rock to Mud Casting Cost: 5 Target any enemy army. Until the beginning of your next turn, subtract six maneuver results from the target army. Multiple castings increase the effect or target another army.

Watery Double Casting Cost: 2 Target any army. Until the end of your next turn, add one save result to the target army. Multiple castings increase the effect or target another army.

Wall of Ice Casting Cost: 3 Target any army. Until the beginning of your next turn, add three save results to the target army. Multiple castings target multiple armies.

Flash Flood Casting Cost: 5 Target any terrain. Immediately reduce the target terrain one face unless any army at the terrain can generate at least eight maneuver results. Flash Flood has no effect if cast at a terrain which is showing a 1 as its face. Multiple castings target multiple terrains.

Wall of Fog Casting Cost: 6 Target any terrain. Until the beginning of your next turn, halve all maneuver results at the target terrain, and all missile damage into or at the target terrain. Multiple castings target multiple terrains.

RED (FIRE) SPELLS

Ash Storm Casting Cost: 2 Target any terrain. Until the beginning of your next turn, subtract one result at the target terrain. Multiple castings increase the effect or target another terrain. During a combination roll, the owner of the acting army chooses how to apply the penalty.

Spark of Life Casting Cost: 3 Target one health-worth of units in your DUA. Target units immediately join the casting army. Multiple castings increase the number of health affected.

Burning Hands Casting Cost: 4 Target one of your units not already under the effects of a Burning Hands spell. The target unit's melee results are doubled. This spell remains in effect until it is used by the unit or until the unit generates non-SAI melee results needed by the army. Multiple castings target multiple units.

Dancing Lights Casting Cost: 6 Target any enemy army. Until the beginning of your next turn, halve the target army's missile and magic results. Multiple castings target multiple armies.

8th FACE ADVANTAGES

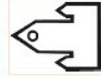
Control 8th Face gives 2x Saves, 2x Maneuvers, that army can perform any action (opposing army only Melee).
Note: Roll to 7th Face if no controlling units left.



CITY: If your army controls this icon, at the beginning of your turn after spells expire but before any dragons attack or you take a march, you can recruit a 1-health unit or promote a unit in the controlling army.



STANDING STONES: If your army controls this icon, units can cast magic of the terrain's colors — even if the units cannot normally cast those colors of magic. However, no unit can double its ID icons for magic unless both the unit and the terrain contain that color.



TEMPLE: If your army controls this icon, Death (Black) magic cast by enemy armies cannot affect this army or the units in that army. At the beginning of your turn after spells expire but before dragon attacks or you take a march, you may force another player to bury one of his dead units. The targeted player chooses which unit to bury. Possession of a Temple face prevents any new enemy black spells from targeting the possessing army; it does not negate those already in effect. A Temple does not protect the terrain from being targeted by black magic. An army controlling a Temple can still cast black magic upon itself (e.g. Open Grave) and the Temple has no effect on the army's ability to double black magic.



TOWER: If your army controls this icon, it can shoot farther than normal. Missile fire from this army can reach any terrain in play. However, it cannot target any player's reserve area.

SUMMON DRAGON

Casting Cost: 7 Target any terrain. Immediately send any elemental Dragon with the same color as the magic used to cast this spell, or an Ivory Dragon, to the target terrain. Multiple castings target the same or multiple terrains.

Every Dragon Breath (except Ivory and Red) contains two distinct effects; an individual targeting effect (5 health-worth of units) and an army targeting effect (The target army).

BLACK - Disease: 5 health-worth of units in the target army are killed, no saves possible. The target army ignores all its ID results until the beginning of its next turn. Note: The ID results from a unit rolling to avoid an individual-targeting effect are not affected.

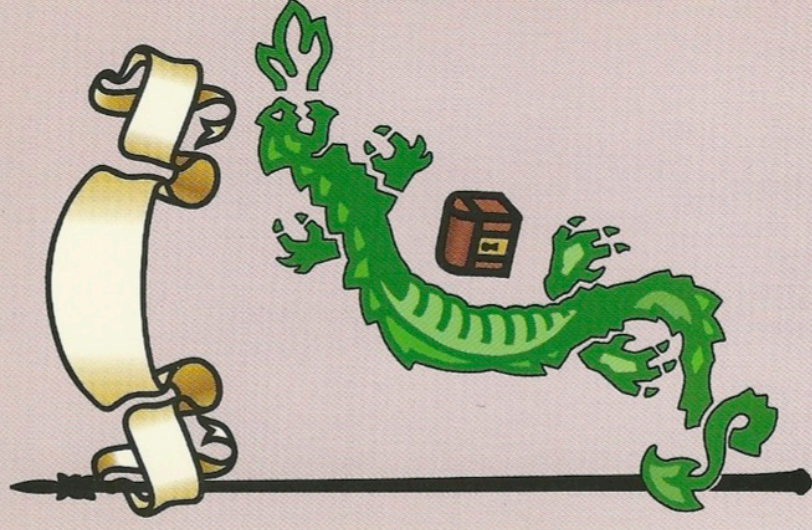
BLUE - Lightning: 5 health-worth of units in the target army must save individually or be killed. The target army can only make save and save avoidance rolls until the beginning of its next turn. All other rolls are either not allowed, or, if a combination avoidance roll that includes saves, becomes simply and only a save avoidance roll.

GOLD - Turn to Stone: 5 health-worth of units in the target army are killed, no saves possible. The target army's maneuver results are halved until the beginning of its next turn.

GREEN - Poisonous: 5 health-worth of units in the target army must save individually or be killed. Those that are killed must save again or be buried. The target army's missile results are halved until the beginning of its next turn.

IVORY - Drain Life: 5 health-worth of units in the target army are killed, no saves possible.

RED - Fire: 5 health-worth of units in the target army are killed, no saves possible. The units killed must then either save or be buried.



Reserve Area