

Black (Death) Spells:	
ANY	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.
Undead	Evil Eye Casting Cost: 2 Target any enemy army. Until the end of your next turn, subtract one save result from the target army. Multiple castings increase the effect or target another army.
Swampstalker	Decay Casting Cost: 2 Target any enemy army. Until the beginning of your next turn, subtract one melee result from the target army. Multiple castings increase the effect or target another army.
ANY	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.
ANY	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.
ANY	Summon Black Dragonkin Casting Cost: 3 Target one health-worth of your black Dragonkin in the summoning pool to immediately join the casting army. Multiple castings increase the number of health affected.
Undead	Fade Casting Cost: 3 Target one of your Undead units. Until the end of your next turn, the target unit 1) cannot roll during a melee or missile action nor during a dragon attack, and 2) cannot be the target of a missile, melee, or dragon effect or be taken as a casualty for this damage. Multiple castings target multiple units.
Frostwing	Magic Drain Casting Cost: 3 Target any terrain. Until the beginning of your next turn, subtract two magic results <i>at the target terrain</i> . Multiple castings increase the effect or target another terrain.
ANY	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.
Goblin	Spirit Furnace Casting Cost: 4 Target your DUA. All dead units are immediately buried and are counted as a number of points of black (death) magic equal to their total health value. This spell can only be cast once per magic action.
Lava Elf	Necromantic Wave Casting Cost: 4 Target any army. Until the beginning of your next turn, all magic icons in the target army may be counted as melee results. Multiple castings target multiple armies.
Amazon	Honor the Dead Casting Cost: 4 Target any DUA. Until the beginning of your next turn, <i>only</i> dead units with the black (death) aspect in the target DUA can be buried. This spell can only be cast once per magic action.
Undead	Restless Dead 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.
ANY	Finger of Death Casting Cost: 4 Target any enemy unit. Immediately inflict one point of damage to the target unit <i>with no save possible</i> . Multiple castings increase the effect or target another unit.

ANY	Open Grave Casting Cost: 6 Target any army. Until the beginning of your next turn, all units killed when the <i>army</i> is the target of the damage go to the reserves rather than to the UA. Multiple castings target multiple armies.
Goblin	Soiled Ground Casting Cost: 6 Target any swampland terrain. Until the beginning of your next turn, any unit sent to the DUA from the target terrain must roll a save or be buried instead. Multiple castings target multiple terrains.
Undead	Exhume Casting Cost: 6 Target any enemy DUA. Choose up to three health-worth of dead units that must immediately roll a save or be buried. A number of Undead units from your DUA, up to the total number of health buried, may join the casting army. Multiple castings increase the number of health affected or target another DUA.
ANY	Summon Black Dragon Casting Cost: 7 Target any terrain. Immediately send <i>any</i> black dragon to the target terrain. Multiple castings target the same or multiple terrains.
Undead	Haunt Casting Cost: 8 Target your DUA. All dead units form into a magically constructed army that immediately takes a melee action against any enemy army. Bury any of your units killed during this melee action and return the rest to your DUA. This spell can only be cast once per magic action.
Undead	Night Moves Casting Cost: 9 Target any of your armies containing an Undead unit at a terrain. The army immediately attempts to maneuver the terrain. Opponents at the terrain may counter-maneuver as usual. This spell can only be cast once per magic action.
Blue (Air) Spells:	
ANY	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.
Feral	Scent of Fear Casting cost: 2 Target any enemy army at a terrain. One health-worth of units in the target army must immediately flee to its reserve. Multiple castings increase the number of health affected or target another army.
ANY	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.
ANY	Summon Blue Dragonkin Casting Cost: 3 Target one health-worth of your blue Dragonkin in the summoning pool to immediately join the casting army. Multiple castings increase the number of health affected.
Amazon	Airy Acquisition Casting cost: 3 Target one of your magical items, artifacts, or medallions in play. Immediately move the target item to any of your other armies. Multiple castings target multiple items.
Firewalker	Blue Elemental Blast Casting cost: 3 Target up to two points of non-blue spells in play. The target spell is immediately negated. Multiple castings increase the effect or target another spell.
Firewalker	Dust Devil Casting cost: 3 Target any terrain. Until the end of your next turn, halve all missile damage <i>into</i> or <i>out of</i> the target terrain. Multiple castings target multiple terrains.
Feral	Call of the Wild Casting cost: 3 Target any of your Feral units in play. Immediately move the target unit to the casting army. Multiple castings target multiple units.

Frostwing	Wind Wall Casting cost: 3 Target any army. Until the end of your next turn, add three save results to the target army. Multiple castings target multiple armies.
ANY	Wind Walk Casting cost: 4 Target any army. Until the beginning of your next turn, add 4 maneuver results to the target army. Multiple castings increase the effect or target another army.
Coral Elf	Blizzard Casting cost: 4 Target any terrain. Until the beginning of your next turn, halve all melee results at the target terrain. Multiple castings target multiple terrains.
Feral	Wilding Casting cost: 4 Target any of your armies. Until the beginning of your next turn, one unit in the target army may double its melee <i>or</i> save results. Select the unit after the army's roll is made. Multiple castings increase the number of units affected or target another army.
Firewalker	Mirage Casting cost: 5 Target any terrain. Each 1-health (common) unit at the target terrain must generate a save or immediately flee to its reserves. Multiple castings target multiple terrains.
Frostwing	Fields of Ice Casting cost: 5 Target any terrain. Until the beginning of your next turn, subtract six maneuver results <i>at the target terrain</i> . While this spell is in effect, during a maneuver attempt at the target terrain the results of ties go to the non-acting player. Multiple castings target multiple terrains.
ANY	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.
ANY	Summon Blue Dragon Casting Cost: 7 Target any terrain. Immediately send <i>any</i> blue dragon to the target terrain. Multiple castings target the same or multiple terrains.
Coral Elf	Degenerate Dragonkin Casting cost: 8 Target any enemy army. All Dragonkin in the target army must immediately roll an ID icon or be demoted. Those Dragonkin that cannot be demoted and all Dragonkin in the casting army are immediately buried. This spell can only be cast once per magic action.
Gold (Earth) Spells:	
ANY	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.
Dwarf	Earthen Armor Casting cost: 2 Target one of your units not already under the effects of an <i>Earthen Armor</i> spell. The target unit gains one automatic save result until it is used to generate a save result for the unit. Multiple castings target multiple units.
Feral	Hide Casting cost: 2 Target one health-worth of your units. Until the beginning of your next turn, the target unit 1) makes no rolls, 2) cannot be the target of a melee, missile, magic or dragon effect, 3) cannot be affected by any disaster effect from a minor terrain or by any racial ability, 4) cannot be taken as a loss to account for damage, and 5) cannot be promoted. Multiple castings increase the number of health affected.
Treefolk	Camouflage Casting cost: 2 Target one health-worth of your units. Until the beginning of your next turn, only melee effects can affect the target unit and only melee damage can kill a camouflaged unit. The target unit cannot be promoted. Multiple castings increase the number of health affected.
ANY	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.

ANY	Summon Gold Dragonkin Casting Cost: 3 Target one health-worth of your gold Dragonkin in the summoning pool to immediately join the casting army. Multiple castings increase the number of health affected.
ANY	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.
Dwarf	Explode Stone Casting Cost: 4 Target any enemy 1-health (common) magical item. Target item is immediately buried. Multiple castings target multiple magical items.
Feral	Backlash Casting Cost: 4 Target any terrain. Until the beginning of your next turn, if any army at the target terrain takes a magic action and casts magic, then, after all spells are resolved, the army must save against an amount of damage equal to the combined casting costs of all spells cast. For an army to be affected by a Backlash, this spell must be in effect before the magic action is begun. Multiple castings target multiple terrains.
ANY	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.
Amazon	Higher Ground Casting Cost: 5 Target any enemy army. Until the beginning of your next turn, subtract five melee results from the target army. Multiple castings target multiple armies.
Goblin	Reform Land Casting Cost: 6 Target a minor terrain in your DUA that contains the green (water) element. The target minor terrain becomes a swampland minor terrain for the duration of the game. Multiple castings affect multiple minor terrains.
ANY	Summon Gold Dragon Casting Cost: 7 Target any terrain. Immediately send <i>any</i> gold dragon to the target terrain. Multiple castings target the same or multiple terrains.
Treefolk	Leaving Casting Cost: 8 Target <i>all</i> of your armies. Until the beginning of your next turn, all units killed in any of your armies when the <i>army</i> is the target of the damage, immediately go to any other of your armies at a terrain rather than to the DUA. This spell can only be cast once per magic action.
Dwarf	Create Mountain Casting Cost: 9 Target any terrain with the gold (earth) element that is not at the 8th face. Until the target terrain's face is changed, in addition to its normal terrain type it is also considered to be a highland terrain. Multiple castings target multiple terrains.
Green (Water) Spells:	
ANY	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.
Swampstalker	Foul Water Casting Cost: 2 Target any enemy army. Immediately inflict one point of damage on the target army. Only 1-health (common) units roll for saves, and only 1-health units can be removed because of this damage. Multiple castings increase the effect or target another army.
ANY	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.
ANY	Summon Green Dragonkin Casting Cost: 3 Target one health-worth of your green Dragonkin in the summoning pool to immediately join the casting army. Multiple castings increase the number of health affected.

Coral Elf	Bloat Corpses 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.
Treefolk	Water 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.
Scalders	Water Walking Casting Cost: 4 Target any army located at a terrain with the green (water) element. Until the beginning of your next turn, add four maneuver results to the target army. Multiple castings increase the effect or target another army.
ANY	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.
Coral Elf	Part Water Casting Cost: 5 Target any terrain. Until the beginning of your next turn, remove the water (green) element from the target terrain for all but the caster's units. Multiple castings target multiple terrains.
Treefolk	Call Water Casting Cost: 5 Target any terrain. Until the end of your next turn, add the water (green) element to the target terrain. If the target terrain already has the water element, then all green spells cast by any army at that terrain cost one less magic point. Multiple castings target multiple terrains.
ANY	Wall of Fog Casting Cost: 6 Target any terrain. Until the beginning of your next turn, halve all maneuver results <i>at the target terrain</i> , and all missile damage <i>into or at the target terrain</i> . Multiple castings target multiple terrains.
Amazon	Deluge Casting Cost: 6 Target any terrain. Until the beginning of your next turn, subtract four maneuver and four missile results <i>at the target terrain</i> . Multiple castings target multiple terrains.
Swampstalker	Mire Casting Cost: 6 Target any terrain not already under the effects of a <i>Mire</i> spell or currently at the 8th face. Until the end of your next turn, no army at the target terrain can make a maneuver attempt to change the terrain face or bring in a minor terrain. Multiple castings target multiple terrains.
Scalder	Tidal Wave Casting Cost: 6 Target any terrain with the green (water) element. Immediately inflict eight points of damage <i>at the target terrain</i> . All armies must simultaneously roll to save against this damage. In addition, reduce the target terrain die one step unless any army generates eight or more maneuver results during this combination roll. Multiple castings target multiple terrains.
ANY	Summon Green Dragon Casting Cost: 7 Target any terrain. Immediately send <i>any</i> green dragon to the target terrain. Multiple castings target the same or multiple terrains.
Swampstalker	Black Rain Casting Cost: 7 Target any terrain with the green (water) element. Until the end of your next turn, halve all save results at the target terrain. Multiple castings target multiple terrains.
Treefolk	Wall of Thorns Casting Cost: 8 Target any terrain. Until the beginning of your next turn, any army that maneuvers the terrain (even unopposed) causes damage to itself equal to the amount of health of the army. Roll the army; each melee result reduces the damage by one point. Multiple castings target multiple terrains.

Red (Fire) Spells:	
ANY	Ash Storm Casting cost: 2 Target any terrain. Until the beginning of your next turn, subtract one result <i>at the target terrain</i> . Multiple castings increase the effect. During a combination roll, the owner of the acting army chooses how to apply the penalty.
ANY	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.
ANY	Summon Red Dragonkin Casting Cost: 3 Target one health-worth of your red Dragonkin in the summoning pool to immediately join the casting army. Multiple castings increase the number of health affected.
Dwarf	Reforge Item Casting cost: 3 Target one health-worth of magical items, artifacts or medallions in your BUA. Immediately restore the target to the casting army. Multiple castings increase the number of health affected.
Lava Elf	Fearful Flames Casting cost: 3 Target one health-worth of enemy units. Immediately inflict one point of damage on the target unit. The target unit must generate saves against the damage. If the unit saves against the damage, it must generate another save or immediately flee to the reserves. Multiple castings increase the number of health affected.
Firewalker	Firebolt Casting cost: 3 Target any enemy unit. Immediately inflict one point of damage on the target unit. The target unit must generate saves against the damage. Multiple castings increase the effect or target another unit.
Firewalker	Flashfire Casting cost: 3 Target any of your armies. Until the beginning of your next turn, one unit in the target army may be rolled again during any action, dragon attack or save roll. Selected units ignore their original roll and apply the new roll instead. Multiple castings increase the effect or target another army.
Firewalker	Red Elemental Blast Casting cost: 3 Target up to two points of non-red spells in play. The target spell is immediately negated. Multiple castings increase the effect or target another spell.
Scalder	Firestorm Casting cost: 3 Target any terrain. Immediately inflict two points of damage <i>at the target terrain</i> . All armies must simultaneously roll to save against this damage. Multiple castings increase the effect or target another terrain.
ANY	Burning Hands Casting cost: 4 Target one of your units not already under the effects of a <i>Burning Hands</i> 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.
Lava Elf	Flaming Armor Casting cost: 4 Target one of your units not already under the effects of a <i>Flaming Armor</i> spell. The target unit's save results are doubled. This spell remains in effect until it is used by the unit or until the unit generates non-SAI save results needed by the army. Multiple castings target multiple units.
Amazon	Flaming Spears Casting cost: 4 Target one of your units not already under the effects of a <i>Flaming Spears</i> spell. The target unit's missile results are doubled. This spell remains in effect until it is used by the unit or until the unit generates non-SAI missile results needed by the army. Multiple castings target multiple units.
ANY	Dancing Lights Casting cost: 6 Target any enemy army. Until the beginning of your next turn, halve the target army's missile <i>and</i> magic results. Multiple castings target multiple armies.

Scalder	Volcanic Eruption Casting cost: 6 Target any terrain with the red (fire) element. Immediately inflict eight points of damage <i>at the target terrain</i> . All armies must simultaneously roll to save against this damage. In addition, reduce the target terrain die one step unless any army generates eight or more maneuver results in this combination roll. Multiple castings target multiple terrains.
ANY	Summon Red Dragon Casting Cost: 7 Target any terrain. Immediately send <i>any</i> red dragon to the target terrain. Multiple castings target the same or multiple terrains.