

AMAZONS

BLACK (DEATH) SPELLS:

Honor the Dead Casting Cost: 4

Target any DUA. Until the beginning of your next turn, *only* dead units with the black (death) aspect in the target DUA can be buried. This spell can only be cast once per magic action.

BLUE (AIR) SPELLS:

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.

GOLD (EARTH) SPELLS:

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.

GREEN (WATER) SPELLS:

Deluge Casting Cost: 6

Target any terrain. Until the beginning of your next turn, subtract four maneuver and four missile results *at the target terrain*. Multiple castings target multiple terrains.

RED (FIRE) SPELLS:

Flaming Spears Casting cost: 4

Target one of your units not already under the effects of a *Flaming Spears* 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.