

CORAL ELVES

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.

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.

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.

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.

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.

Summon Blue Dragon Casting Cost: 7

Target any terrain. Immediately send *any* blue dragon to the target terrain. Multiple castings target the same or multiple terrains.

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.

GREEN (WATER) SPELLS:

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.

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.

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.

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.

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.

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.

Summon Green Dragon Casting Cost: 7

Target any terrain. Immediately send *any* green dragon to the target terrain. Multiple castings target the same or multiple terrains.