

# DWARVES

## GOLD (EARTH) SPELLS:

### **Earthen Armor\*** Casting cost: 2

Target one of your units not already under the effects of an *Earthen Armor* 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.

### **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.

### **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.

### **Explode Stone\*** Casting Cost: 4

Target any enemy 1-health (common) magical item. Target item is immediately buried. Multiple castings target multiple magical items.

### **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.

### **Summon Gold Dragon** Casting Cost: 7

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

### **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.

## 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. During a combination roll, the owner of the acting army chooses how to apply the penalty.

### **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.

### **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.

### **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.

### **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.

### **Summon Red Dragon** Casting Cost: 7

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