

# FERAL

## 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.

### **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.

### **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.

### **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.

### **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.

### **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 *or* save results. Select the unit after the army's roll is made. Multiple castings increase the number of units affected or target another army.

### **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.

## GOLD (EARTH) SPELLS:

### **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.

### **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.

### **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.

### **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.