

FROSTWINGS

BLACK (DEATH) SPELLS:

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.

Magic Drain* Casting Cost: 3

Target any terrain. Until the beginning of your next turn, subtract two magic results *at the target terrain*. Multiple castings increase the effect or target another terrain.

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.

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.

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.

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.

Finger of Death Casting Cost: 4

Target any enemy unit. Immediately inflict one point of damage to the target unit *with no save possible*. Multiple castings increase the effect or target another unit.

Open Grave Casting Cost: 6

Target any army. Until the beginning of your next turn, all units killed when the *army* is the target of the damage go to the reserves rather than to the DUA. Multiple castings target multiple armies.

Summon Black Dragon Casting Cost: 7

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

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.

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.

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.

Fields of Ice* Casting cost: 5

Target any terrain. Until the beginning of your next turn, subtract six maneuver results *at the target terrain*. 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.

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.