

GØBLINS

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.

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.

Spirit Furnace* Casting Cost: 4

Target your DUA. All dead units are immediately buried and are counted as a number of points of black (death) magic equal to their total health value. This spell can only be cast once per magic action.

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.

Soiled Ground* Casting Cost: 6

Target any swampland terrain. Until the beginning of your next turn, any unit sent to the DUA from the target terrain must roll a save or be buried instead. Multiple castings target multiple terrains.

GØLD (EARTH) SPELLS:

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.

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.

Reform Land* Casting Cost: 6

Target a minor terrain in your DUA that contains the green (water) element. The target minor terrain becomes a swampland minor terrain for the duration of the game. Multiple castings affect multiple minor terrains.

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.

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.