

LAVA ELVES

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.

Necromantic Wave* Casting Cost: 4

Target any army. Until the beginning of your next turn, all magic icons in the target army may be counted as melee results. Multiple castings target multiple armies.

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.

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.

Fearful Flames* Casting cost: 3

Target one health-worth of enemy units. Immediately inflict one point of damage on the target unit. The target unit must generate saves against the damage. If the unit saves against the damage, it must generate another save or immediately flee to the reserves. 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.

Flaming Armor* Casting cost: 4

Target one of your units not already under the effects of a *Flaming Armor* spell. The target unit's save results are doubled. This spell remains in effect until it is used by the unit or until the unit generates non-SAI save 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.