

SCALDERS

GREEN (WATER) SPELLS:

Watery Double Casting Cost: 2

Target any army. Until the end of your next turn, add one save result to the target army. Multiple castings increase the effect or target another army.

Summon Green Dragonkin Casting Cost: 3

Target one health-worth of your green Dragonkin in the summoning pool to immediately join the casting army. Multiple castings increase the number of health affected.

Wall of Ice Casting Cost: 3

Target any army. Until the beginning of your next turn, add three save results to the target army. Multiple castings target multiple armies.

Water Walking* Casting Cost: 4

Target any army located at a terrain with the green (water) element. Until the beginning of your next turn, add four maneuver results to the target army. Multiple castings increase the effect or target another army.

Flash Flood Casting Cost: 5

Target any terrain. Immediately reduce the target terrain one face unless any army at the terrain can generate at least eight maneuver results. Flash Flood has no effect if cast at a terrain which is showing a 1 as its face. Multiple castings target multiple terrains.

Tidal Wave* Casting Cost: 6

Target any terrain with the green (water) element. Immediately inflict eight points of damage *at the target terrain*. All armies must simultaneously roll to save against this damage. In addition, reduce the target terrain die one step unless any army generates eight or more maneuver results during this combination roll. Multiple castings target multiple terrains.

Wall of Fog Casting Cost: 6

Target any terrain. Until the beginning of your next turn, halve all maneuver results *at the target terrain*, and all missile damage *into or at the target terrain*. Multiple castings target multiple terrains.

Summon Green Dragon Casting Cost: 7

Target any terrain. Immediately send *any* green 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.

Firestorm* Casting cost: 3

Target any terrain. Immediately inflict two points of damage *at the target terrain*. All armies must simultaneously roll to save against this damage. Multiple castings increase the effect or target another terrain.

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.

Volcanic Eruption* Casting cost: 6

Target any terrain with the red (fire) element. Immediately inflict eight points of damage *at the target terrain*. All armies must simultaneously roll to save against this damage. In addition, reduce the target terrain die one step unless any army generates eight or more maneuver results in this combination roll. Multiple castings target multiple terrains.

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.