

SWAMPSTALKERS

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.

Decay* Casting Cost: 2

Target any enemy army. Until the beginning of your next turn, subtract one melee result from the target army. Multiple castings increase the effect or target another army.

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.

GREEN [WATER] SPELLS:

Foul Water* Casting Cost: 2

Target any enemy army. Immediately inflict one point of damage on the target army. Only 1-health (common) units roll for saves, and only 1-health units can be removed because of this damage. Multiple castings increase the effect or target another army.

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.

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.

Mire* Casting Cost: 6

Target any terrain not already under the effects of a *Mire* spell or currently at the 8th face. Until the end of your next turn, no army at the target terrain can make a maneuver attempt to change the terrain face or bring in a minor terrain. 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.

Black Rain* Casting Cost: 7

Target any terrain with the green (water) element. Until the end of your next turn, halve all save results 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.