

TREEFOLK

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 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.

Call Water* Casting Cost: 5

Target any terrain. Until the end of your next turn, add the water (green) element to the target terrain. If the target terrain already has the water element, then all green spells cast by any army at that terrain cost one less magic point. Multiple castings target multiple terrains.

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.

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.

Wall of Thorns* Casting Cost: 8

Target any terrain. Until the beginning of your next turn, any army that maneuvers the terrain (even unopposed) causes damage to itself equal to the amount of health of the army. Roll the army; each melee result reduces the damage by one point. Multiple castings target multiple terrains.

GOLD (EARTH) SPELLS:

Camouflage* Casting cost: 2

Target one health-worth of your units. Until the beginning of your next turn, only melee effects can affect the target unit and only melee damage can kill a camouflaged unit. The target unit cannot be promoted. Multiple castings increase the number of health affected.

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.

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.

Leaving* Casting Cost: 8

Target *all* of your armies. Until the beginning of your next turn, all units killed in any of your armies when the *army* is the target of the damage, immediately go to any other of your armies at a terrain rather than to the DUA. This spell can only be cast once per magic action.