

UNDEAD

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.

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.

UNDEAD SPELLS

Evil Eye Casting Cost: 2

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

Fade Casting Cost: 3

Target one of your Undead units. Until the end of your next turn, the target unit 1) cannot roll during a melee or missile action nor during a dragon attack, and 2) cannot be the target of a missile, melee, or dragon effect or be taken as a casualty for this damage. Multiple castings target multiple units.

Restless Dead Casting Cost: 4

Target any army. Until the beginning of your next turn, add four maneuver results to the target army. Multiple castings increase the effect or target another army.

Exhume Casting Cost: 6

Target any enemy DUA. Choose up to three health-worth of dead units that must immediately roll a save or be buried. A number of Undead units from your DUA, up to the total number of health buried, may join the casting army. Multiple castings increase the number of health affected or target another DUA.

Haunt Casting Cost: 8

Target your DUA. All dead units form into a magically constructed army that immediately takes a melee action against any enemy army. Bury any of your units killed during this melee action and return the rest to your DUA. This spell can only be cast once per magic action.

Night Moves Casting Cost: 9

Target any of your armies containing an Undead unit at a terrain. The army immediately attempts to maneuver the terrain. Opponents at the terrain may counter-manuever as usual. This spell can only be cast once per magic action.