

Unless noted otherwise, multiple castings increase the effect, and/or may target another. Spells with **yellow** may be cast from reserves on your armies or units.

Death : Black Magic

2 Ashes to Ashes : Target one health-worth of units in any enemy's DUA. Target units are immediately buried.

3 Palsy : Target any enemy army. Until the beginning of your next turn, subtract one result from the target army. During a combination roll, the owner of the acting army chooses how to apply the penalty.

3 Reanimate Dead : Target one health-worth of units in your DUA. Target units immediately join the casting army.

4 Deadlands : Target any terrain. Until the terrain face is changed, the target terrain gains the black (death) element. Multiple castings target multiple terrains.

4 Finger of Death : Target any enemy unit. Immediately inflict one point of damage to the target unit with no save possible.

6 Open Grave : Target any army. Until the beginning of your next turn, for any army-targeting effect that causes damage to the target army, any units taken as casualties immediately go to the reserves rather than the DUA. Multiple castings target multiple armies.

Air : Blue Magic

2 Hailstorm : Target any enemy army. Immediately inflict one point of damage to the target army, which may roll to save.

3 Breath of Life : Target one health-worth of units in your DUA. Target units immediately join the casting army.

4 Wind Walk : Target any army. Until the beginning of your next turn, add 4 maneuver results to the target army.

6 Lightning Strike : Target any enemy unit. The target unit must immediately generate a save or be killed. Multiple castings target multiple units.

Earth : Gold Magic

2 Stoneskin : Target any army. Until the beginning of your next turn, add one save result to the target army.

3 Dust to Dust : Target one health-worth of units in any enemy's DUA. Target units are immediately buried.

4 Path : Target any of your units at any terrain. Immediately move the target unit to any other terrain. Multiple castings target multiple units.

5 Transmute Rock to Mud : Target any enemy army. Until the beginning of your next turn, subtract six maneuver results from the target army.

Water : Green Magic

2 Watery Double : Target any army. Until the end of your next turn, add one save result to the target army.

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

5 Flash Flood : 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.

6 Wall of Fog : 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.

Fire : Red Magic

2 Ash Storm : Target any terrain. Until the beginning of your next turn, subtract one result at the target terrain. Multiple castings increase the effect or target another terrain. During a combination roll, the owner of the acting army chooses how to apply the penalty.

3 Spark of Life : Target one health-worth of units in your DUA. Target units immediately join the casting army.

4 Burning Hands : 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.

6 Dancing Lights : Target any enemy army. Until the beginning of next turn, halve the target army's missile & magic results. Multiple castings target multiple armies.

Elemental Magic (all colors)

3 Summon Dragonkin : Target one health-worth of your Dragonkin from summoning pool to join the casting army. Color of spell & Dragonkin must match.

7 Summon Dragon : Target any terrain. Immediately send any dragon to the target terrain. Color of spell and Dragon must match, except for ivory and white dragons.

Amazon (all colors, based on terrain)

4 Honor the Dead : Target any DUA. Until the beginning of your next turn, only dead units with the black (death) aspect in the target DUA can be buried. This spell can only be cast once per magic action.

3 Airy Acquisition : Target one of your magical items, artifacts, or medallions in play. Immediately move the target item to any of your other armies. Multiple castings target multiple items.

5 Higher Ground : Target any enemy army. Until the beginning of next turn, subtract 5 melee results from the target army. Multiple castings target multiple armies.

6 Deluge : Target any terrain. Until the beginning of your next turn, subtract four maneuver and four missile results at the target terrain. Multiple castings target multiple terrains.

4 Flaming Spears : Target one of your units not already under the effects of a Flaming Spears spell. The target unit's missile results are doubled. This spell remains in effect until it is used by the unit or until the unit generates non-SAI missile results needed by the army. Multiple castings target multiple units.

Coral Elf - Blue and Green

4 Blizzard : Target any terrain. Until the beginning of your next turn, halve all melee results at the target terrain. Multiple castings target multiple terrains.

8 Degenerate Dragonkin : Target any enemy army. All Dragonkin in the target army must immediately roll an ID icon or be demoted. Those Dragonkin that cannot be demoted and all Dragonkin in the casting army are immediately buried. This spell can only be cast only once per magic action.

3 Bloat Corpses : Target one health-worth of units in any enemy's DUA. Target units are immediately buried.

5 Part Water : Target any terrain. Until the beginning of your next turn, remove the water (green) element from the target terrain for all but the caster's components. As long as this spell is in effect, the effects of all terrain-targeting spells that require the terrain to have the green (water) element are negated and the effects of all army-targeting spells that require the terrain to have the green (water) element are negated except for the caster's spells. Multiple castings target multiple terrains.

Dwarven – Gold and Red

2 Earthen Armor : Target any of your units not already under the effects of an Earthen Armor spell. The target unit gains one automatic save result until it is used to generate a save result for the unit. Multiple castings target multiple units.

4 Explode Stone : Target any enemy 1-health (common) magical item. Target item is immediately buried. Multiple castings target multiple magical items.

9 Create Mountain : Target any terrain with the gold (earth) element that is not at the 8th face. Until the target terrain's face is changed, in addition to its normal terrain type it is also considered to be a highland terrain. Multiple castings target multiple terrains.

3 Reforge Item : Target one health-worth of magical items, artifacts, or medallions in your BUA. Immediately restore the target to the casting army.

Eldarim (all colors)

3 Promote Dragonkin : Target one of your dragonkin in any of your armies with the same color as the magic used to cast this spell. This dragonkin can be immediately promoted.

3 Rise of the Eldarim : Target Eldarim units in your DUA. The target unit is immediately recruited into the casting army or promoted into your casting army.

4 Demote Dragonkin : Target one color of an enemy army's Dragonkin with a color different from the color magic used to cast this spell. All dragonkin of that color must immediately roll an ID icon or be demoted (one health only). If any roll belly then they are buried. Dragonkin that cannot be demoted are simply returned to the summoning pool. All the dragonkin of the targeted color in the casting army are buried.

4 Dispel Dragonkin : Target any enemy dragonkin with a different color than the color used to cast this spell. Immediately inflict one point of damage to the target unit with no save possible.

Feral – Blue and Gold

2 Scent of Fear : Target any enemy army at a terrain. One health-worth of units in the target army must immediately flee to its reserve area.

3 Call of the Wild : Target any of your Feral units in play. Immediately move the target unit to the casting army. Multiple castings target multiple units.

4 Wilding : Target any of your armies. Until the beginning of your next turn, one component in the target army may double its melee or save results. Select the component after the army's roll is made.

2 Hide : Target one health-worth of your units. Until the beginning of your next turn, the target unit, makes no rolls, can't be the target of a melee, missile, magic, or dragon effect, can't be affected by any disaster effect or by any racial ability, cannot be taken as a loss to account for damage, and can't be promoted.

4 Backlash : Target any terrain. Until the beginning of your next turn, if any army at the target terrain takes a magic action and casts magic, then, after all spells are resolved, the army must save against an amount of damage equal to the combined casting costs of all spells cast. For an army to be affected by a Backlash, this spell must be in effect before the magic action has begun. Multiple castings target multiple terrains.

Firewalker – Blue and Red

3 Blue Elemental Blast : Target up to two points of non-blue spells in play. The target spell is immediately negated.

3 Dust Devil : Target any terrain. Until the end of your next turn, halve all missile damage into or out of the target terrain. Multiple castings target multiple terrains

5 Mirage : Target any terrain. Each 1-health (common) unit at the target terrain must generate a save or immediately flee to its reserve area. Multiple castings target multiple terrains.

3 Firebolt : Target any enemy unit. Immediately inflict one point of damage on the target unit. The target unit must generate saves against the damage.

3 Flashfire : Target any army. Until the beginning of your next turn, during any non-maneuver roll, any one unit in the target army whose last roll result has not been finalized may be rolled again. The selected unit ignores its last roll result and applies the new roll result instead.

3 Red Elemental Blast : Target up to two points of non-red spells in play. The target spell is immediately negated.

Frostwing – Black and Blue

3 Magic Drain : Target any terrain. Until the beginning of your next turn, subtract two magic results at the target terrain.

3 Wind Wall : Target any army. Until the end of your next turn, add three save results to the target army. Multiple castings target multiple armies.

5 Fields of Ice : Target any terrain. Until the beginning of your next turn, subtract six maneuver results at the target terrain. While this spell is in effect, during a maneuver attempt at the target terrain the results of ties go to the non-acting player. Multiple castings target multiple terrains.

Goblin – Black and Gold

4 Spirit Furnace : Target your DUA. All dead units are immediately buried and are counted as a number of points of black (death) magic equal to double their total health value buried. The points of magic acquired by this spell may be used to cast racial spells for any race that is in the casting army. This spell can only be cast once per magic action.

6 Soiled Ground : Target any swampland terrain. Until the beginning of your next turn, any unit sent to the DUA from the target terrain must roll a save or be buried. Multiple castings target multiple terrains.

6 Reform Land : Target a minor terrain in your DUA that contains the green (water) element. The target minor terrain becomes a swampland minor terrain for the duration of the game. Multiple castings target multiple minor terrains.

Lava Elf – Black and Red

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

3 Fearful Flames : 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 reserve area. Multiple castings increase the number of health affected and the damage inflicted.

4 Flaming Armor : 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.

Scalder – Green and Red

4 Water Walking : 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 army.

6 Tidal Wave : Target any terrain with the green (water) element and has an enemy army present. Immediately inflict eight points of damage to each army at the target terrain, which may roll to save. 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.

3 Firestorm : Target any terrain that has an enemy army present. Immediately inflict two points of damage to each army at the target terrain, which may roll to save.

6 Volcanic Eruption : Target any terrain with the red (fire) element and has an enemy army present. Immediately inflict eight points of damage to each army at the target terrain, which may roll to save. 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.

Swamp Stalker – Black and Green

2 Decay : Target any enemy army. Until the beginning of your next turn, subtract 1 melee result from the target army.

2 Foul Water : Target any enemy army. Immediately inflict 1 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.

6 Mire : 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.

7 Black Rain : 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.

Treefolk – Gold and Green

2 Camouflage : 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.

8 Leaving : Target all of your armies. Until the beginning of your next turn, for any army-targeting effect that causes damage to a target army, any units taken as casualties immediately go to any other of your armies at a terrain rather than the DUA. This spell can be cast only once per magic action.

3 Water of Life : Target one health-worth of units in your DUA. Target units immediately join the casting army.

5 Call Water : Target any terrain. Until the terrain face is changed, add the water (green) element to the target terrain. Multiple castings target multiple terrains.

8 Wall of Thorns : Target any terrain not already under the effects of a Wall of Thorns spell or currently at the 8th face. Until the end of your next turn, any army making a maneuver attempt that results in changing the terrain face causes damage to itself equal to the total health-worth of units in the army. Roll the army; each melee result reduces the damage by one point. Multiple castings target multiple terrains.

Undead – Black

2 Evil Eye : Target any enemy army. Until the end of your next turn, subtract one save result from the target army.

3 Fade : Target one of your Undead units. Until the end of your next turn, the target unit: can't roll during a melee or missile action or during a dragon attack, and can't be the target of a missile, melee, or dragon effect nor be taken as a casualty for this damage. Can't be promoted. Multiple castings target multiple units.

4 Restless Dead : Target any army. Until the beginning of your next turn, add four maneuver results to the target army.

6 Exhume : 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.

8 Haunt : 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 only once per magic action.

9 Night Moves : 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-maneuver as usual. This spell can only be cast only once per magic action.