

Coral Elf

Air (Blue) & Water (Green)

Unit ID Icons

	Common 1 Health	Uncommon 2 Health	Rare 3 Health	Monster 4 Health
Heavy Melee	 Fighter	 Trooper	 Protector	 Coral Giant
Light Melee	 Guard	 Courier	 Herald	 Gryphon
Cavalry	 Horseman	 Knight	 Eagle Knight	 Leviathan
Missile	 Bowman	 Archer	 Sharpshooter	 Sprite Swarm
Magic	 Evoker	 Conjurer	 Enchanter	 Tako

Normal Action Icons

 Magic	 Maneuver	 Melee	 Missile	 Save
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Racial Abilities

Terrain Advantage: When at a coastland terrain Coral Elves may count maneuver results as if they were save results.

Blue (Air) Spells

Hailstorm Cost: 2X - Target any enemy army. Inflict X points of damage to the target army.

Blizzard Cost: 4 - Target any terrain not under the effect of Blizzard. Halve all melee results, rounded down, at the target terrain until the end of your next turn.

Wind Walk* Cost: 4 - Target any army. Add four maneuver results to the target army until the beginning of your next turn.

Lightning Strike Cost: 6 - Target any enemy unit. The target unit must save or be killed. May only be cast on a unit once per Magic Action.

Green (Water) Spells

Watery Double* Cost: 2 - Target any army. Add one save results to target army until the end of your next turn.

Flash Flood Cost: 5 - Target any terrain. Reduce the target terrain one face unless any army at the target terrain can roll eight maneuver results. A terrain may only be targeted once per magic action.

Deluge Cost: 6 - Target any terrain. Subtract four maneuver and four missile results at the target terrain until the beginning of your next turn.

Wall of Fog Cost: 6 - Target any terrain not under the effect of Wall of Fog. Half all maneuver results at the target terrain until the beginning of your next turn. Halve all missile results targeting an army at the target terrain until the beginning of your next turn. Results are rounded down.

Ivory (Elemental) Spells

Resurrect Dead* Cost: 3X - Target a X health-worth unit from your Dead Unit Area. Return target unit to the casting army. You may use any color or combination of colors of magic in multiples of 3 to cast this spell.

Summon Dragonkin Cost: 3X - Target a X health-worth unit of your Dragonkin in the summoning pool with the same color as the magic used to cast this spell. Target unit joins the casting army if it is at a terrain.

Call Element Cost: 5 - Target any terrain. Until the terrain face is changed, the target terrain gains the element used to cast this spell.

Summon Dragon Cost: 7 - Target any terrain. Send any dragon that shares a color of the magic used to cast this spell in a summoning pool or at a terrain to the target terrain. Ivory dragons match any color used to cast this spell. White Dragons must be summoned with the Summon White Dragon Spell.

Summon White Dragon Cost: 14 - Target any terrain. Send any white dragon to the target terrain.

Special Action Icons

	<p>Bullseye: (<i>dragon attack, missile</i>) - Target up to X health-worth of units in the defending army. Those units must generate a save or be killed. During a Dragon attack each Bullseye result generates a missile result.</p>
	<p>Cantrip: (<i>any non-maneuver</i>) - During a magic action or magic negation roll, Cantrip generates X magic results. Cantrip generates X magic results that allow you to cast spells as a magic action. Cantrip may NOT be combined with other cantrip results.</p>
	<p>Counter: (<i>dragon attack, melee, save, save against melee</i>) - During a save roll against a melee attack, Counter generates X save and X melee results upon the attacking army. Only magical saves protect against this damage. During any other save roll, Counter generates X save results. During a melee attack, Counter generates X melee results. During a dragon attack, Counter generates X save and X melee results.</p>
	<p>Entangle: (<i>melee</i>) - During a melee attack, target up to X health-worth of units in the defending army to be entangled. The target units cannot be rolled until the beginning of your next turn. Killing the entangling unit negates the effect.</p>
	<p>Ferry: (<i>non-maneuver</i>) - During any non-maneuver roll, the ferrying unit may move itself and up to four health-worth of units in the army containing this unit to any other terrain.</p>
	<p>Fly: (<i>maneuver, save</i>) - During a maneuver roll, Fly generates X maneuvers. During a save roll, Fly generates X saves.</p>
	<p>Hypnotic Glare: (<i>melee</i>) - When the defending army rolls their save against a melee attack, all units that rolled an ID result are 'hypnotized' and their results do not count to save. Until the end of your next turn any units hypnotized may not roll in a roll. If a unit leaves the terrain the effect ends for that unit. If the Glaring unit leaves the terrain, is killed or is rolled the effect also ends. The unit that is glaring may be excluded from any roll while glaring.</p>
	<p>Rend: (<i>dragon attack, maneuver, melee</i>) - During a maneuver roll, Rend generates X maneuver results. During a melee or dragon attack, Rend generates X melee results then roll the unit again and apply the result to the total.</p>
	<p>Smite: (<i>dragon attack, melee</i>) - During a melee attack, Smite does X points of damage to the defending army with no saves possible. During a dragon attack Smite generates X melee results.</p>
	<p>Swallow: (<i>melee</i>) - During a melee attack, target one unit in the defending army to roll its ID icon or be killed and buried.</p>
	<p>Tail: (<i>dragon attack, melee</i>) - During a dragon or melee attack, Tail generates two melee results. Roll this unit again and apply the new result as well.</p>
	<p>Trample: (<i>any</i>) - During any roll, Trample generates X maneuver and X melee results.</p>
	<p>Wave: (<i>maneuver, melee</i>) - During a melee attack, the defending army subtracts X from their save results. During a marching player's maneuver roll, subtract X from each counter-maneuvering army's maneuver results.</p>