

Lava Elf

Death (Black) & Fire (Red)

Unit ID Icons

	Common 1 Health	Uncommon 2 Health	Rare 3 Health	Monster 4 Health
Heavy Melee	 Bladesman	 Duelist	 Conqueror	 Beholder
Light Melee	 Scout	 Spy	 Infiltrator	 Drider
Cavalry	 Spider Rider	 Scorpion Knight	 Wyvern Rider	 Hell Hound
Missile	 Fusilier	 Dead-Shot	 Assassin	 Lurker in the Deep
Magic	 Adept	 Warlock	 Necromancer	 Rakshasa

Normal Action Icons

 Magic	 Maneuver	 Melee	 Missile	 Save
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Racial Abilities

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

Black (Death) Spells

Palsy *Cost: 3* - Target any enemy army. Subtract one result from the target army until the beginning of your next turn.

Finger of Death *Cost: 4X* - Target any enemy unit. Inflict X points of damage to the target unit with no save possible.

Necromantic Wave* *Cost: 4* - Target any army. All magic results in the target army may be counted as melee results until the beginning of your next turn.

Soiled Ground *Cost: 6* - Target any terrain. Until the beginning of your next turn, any unit killed at the target terrain that goes into the Dead Unit Area must roll a save or be buried.

Red (Fire) Spells

Ash Storm *Cost: 2* - Target any terrain. Subtract one result at the target terrain until the beginning of your next turn.

Fearful Flames *Cost: 3X* - Target an enemy unit. Inflict X point(s) of damage on the target unit. If target unit saves, it must then roll an additional save or flees to the owners reserve area.

Fiery Weapon* *Cost: 4* - Target any army. Add two points of melee or missile results to any roll until the beginning of your next turn.

Dancing Lights *Cost: 6* - Target an enemy army not under the effect of Dancing Lights. Halve the armies' missile and magic results 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

	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.
	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.
	Charm: (<i>melee</i>) - Target up to X health-worth of units in the defending army they don't roll to save during this march. The owner rolls these units and adds their results to the attacking armies results. The units may be taken as casualties from the melee attack.
	Cloak: (<i>dragon attack, individual roll, magic, melee, missile, save</i>) - During a melee or missile attack, Cloak generates X magic results. During a save roll or dragon attack, add X magical save results to the army containing this unit until the beginning of your next turn. During a magic action, Cloak generates X magic results. When rolled as a result of an individual-targeting effect, Cloak generates X magic, maneuver, melee, missile, or save results.
	Confuse: (<i>melee, missile</i>) - When the defending army rolls their save roll against this melee attack or missile action target up to X health worth of units to re-roll their results. The chosen units are selected prior to resolving the save roll or any SAs in the defending army.
	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.
	Flame: (<i>melee</i>) - During a melee attack, target up to two health-worth of units in the defending army to be killed and buried with no save possible.
	Fly: (<i>maneuver, save</i>) - During a maneuver roll, Fly generates X maneuvers. During a save roll, Fly generates X saves.
	Illusion: (<i>magic, melee, missile</i>) - During a magic, melee, or missile action, target any of your armies. Until the beginning of your next turn, this army cannot be targeted by any missile or enemy magic effect.
	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.
	Stone: (<i>dragon attack, missile</i>) - During a missile action, Stone does X damage to the defending army with no saves possible. During a dragon attack, Stone generates X missile results.
	Volley: (<i>dragon attack, missile, save, save against missile</i>) - During a save roll against a missile attack, Volley generates X save and X missile results upon the attacking army. Only magical saves protect against this damage. During any other save roll, Volley generates X save results. During a missile attack, Volley generates X missile results. During a dragon attack, Volley generates X save and X missile results.
	Web: (<i>melee</i>) - During a melee attack, target up to X health-worth of units in the defending army to be webbed unless they roll a melee result. Target units that fail this roll cannot be rolled until the beginning of your next turn.