


























Amazon

Ivory (Ivory)

Unit ID Icons

	Common 1 Health	Uncommon 2 Health	Rare 3 Health	Monster 4 Health
Heavy Melee	 Soldier	 Warrior	 War Chief	 Centaur
Light Melee	 Runner	 Envoy	 Harbinger	 Chimera
Cavalry	 Charioteer	 Battle Rider	 War Driver	 Hydra
Missile	 Darter	 Javelineer	 Spearer	 Medusa
Magic	 Seer	 Visionary	 Oracle	 Nightmare

Normal Action Icons













 Magic	 Maneuver	 Melee	 Missile	 Save
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Racial Abilities

Terrain Advantage: When at a flatland terrain Amazons may count maneuvers results as if they were missile results.

Magic Use: Amazons cast magic based on the colors of the terrain that they are at. Amazons generate Ivory magic from reserves which may only be used to cast Elemental spells. Amazons only double their ID results on magic if the terrain is Standing Stones. The eighth face does not need to be showing.

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.
	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.
	Double Strike: (<i>dragon attack, melee</i>) - Double Strike generates X melee results. Roll this unit again and apply the new result as well.
	Firebreath: (<i>melee</i>) - During a melee attack, Firebreath does X points of damage to the defending army with no saves possible. Each killed unit must save or be buried.
	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.
	Kick: (<i>dragon attack, melee, save</i>) - During a melee attack, target one unit in the defending army to take X points of damage. During a save roll, Kick generates X save results. During a dragon attack, Kick generates X melee and X save results.
	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.
	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.
	Trample: (<i>any</i>) - During any roll, Trample generates X maneuver and X melee 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.

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.

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.

Gold (Earth) Spells

Stoneskin* *Cost: 2* - Target any army. Add one save result to the target army until the beginning of your next turn.

Path* *Cost: 4* - Target any of your units at a terrain. Move the targeted unit to any other terrain where you have an army.

Transmute Rock to Mud *Cost: 5* - Target any enemy army. Subtract six maneuver results from the target army until the beginning of your next turn.

Blue (Air) Spells

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

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.

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

Enhanced Defense* *Cost: 3* - Target any of your armies. One Unit or Item in the target army may double their non-SAI save or non-ID magic results until the beginning of your next turn. Select a Unit or Item that has not already doubled their results after the army's roll is made.

Enhanced Offense* *Cost: 3* - Target any of your armies. One Unit or Item in the target army may double their non-SAI melee or missile results until the beginning of your next turn. Select a Unit or Item that has not already doubled their results after the army's roll is made.

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.