TREEFOLK
earth & water

	SMALL 1-HEALTH	MEDIUM 2-HEALTH	LARGE 3-HEALTH	MONSTER 4-HEALTH
HEAVY MELEE	 Oakling	 Oak	 Oak Lord	 Darktree
LIGHT MELEE	 Willowling	 Willow	 Noble Willow	 Redwood
CAVALRY	 Nymph	 Naiad	 Lady Nereid	 Satyr
MISSILE	 Pineling	 Pine	 Pine Prince	 Strangle Vine
MAGIC	 Hamadryad	 Dryad	 Eldar Dryad	 Unicorn

NORMAL ACTION ICONS

 Magic
 Maneuver
 Melee
 Missile
 Save

RACIAL ABILITIES

Rapid Growth

When at a terrain that contains yellow (earth), Treefolk units that do not roll an SAI result may be re-rolled once when making a counter-maneuver. The previous results are ignored. Any units you wish to re-roll in this way must be selected and re-rolled together.

Replanting

When at a terrain that contains green (water), Treefolk units that are killed should be rolled before being moved to the DUA. Any units that roll an ID icon are instead moved to your Reserve Area.

GREEN (WATER) SPELLS

Cost	R	C	Name, Race and Effect
2	X	X	**Watery Double** (*Any*): Target any army. Add one save result to the target's rolls until the beginning of your next turn.
3	X	X	**Accelerated Growth** (*Treefolk*): Target your DUA. When a two (or greater) health-worth Treefolk unit is killed, you may instead exchange it with a one health-worth Treefolk unit from your DUA. This effect lasts until the beginning of your next turn.
4			**Flash Flood** (*Any*): Target any terrain. Reduce that terrain one step unless an opposing army at that terrain generates at least six maneuver results. A terrain may never be reduced by more than one step during a player's turn from the effects of Flash Flood.
6			**Wall of Fog** (*Any*): Target any terrain. Subtract six missile results from any missile attack targeting an army at that terrain until the beginning of your next turn.

YELLOW (EARTH) SPELLS

Cost	R	C	Name, Race and Effect
2	X	X	**Stone Skin** (*Any*): Target any army. Add one save result to the target's rolls until the beginning of your next turn.
4	X		**Path** (*Any*): Target one of your units at a terrain. Move the target to any other terrain where you have an army.
5			**Wall of Thorns** (*Treefolk*): Target any terrain not at its eighth face. Any army that successfully maneuvers that terrain takes six damage. The army makes a melee roll. Reduce the damage taken by the number of melee results generated. This effect lasts until the beginning of your next turn.
6			**Transmute Rock to Mud** (*Any*): Target any opposing army. Subtract six maneuver results from the target's rolls until the beginning of your next turn.

ELEMENTAL SPELLS

Cost	R	C	Name, Race and Effect
3	X		**Resurrect Dead** (*Any*): Target one health-worth of units in your DUA that contains the color of magic used to cast this spell. Return the target(s) to the casting army. Magic of any one color (or Ivory) may be used to resurrect Amazons.
3			**Summon Dragonkin** (*Any*): Target one health-worth of Dragonkin units in your Summoning Pool that match the color of magic used to cast this spell. The target(s) join the casting army.

Cost	R	C	Name, Race and Effect
7			**Summon Dragon** (*Any*): Target any terrain. Summon one dragon from any Summoning Pool or terrain that contains the color used to cast this spell to the target terrain. Magic of any one color may be used to summon an Ivory or Ivory Hybrid Dragon.
14			**Summon White Dragon** (*Any*): Target any terrain. Summon one White Dragon from any Summoning Pool or terrain to the target terrain. Any combination of magic colors may be used to cast this spell.

Icon	Name and Effect
	**Cantrip** (*Magic, Non-Maneuver*): During a magic action, Cantrip generates X magic results. During other non-maneuver rolls, Cantrip generates X magic results that only allow you to cast spells marked as 'Cantrip' from the spell list.
	**Choke** (*Melee*): During a melee attack, when the defending army rolls for saves, target up to X health-worth of units in the that army that rolled an ID icon. The targets are killed. None of their results are counted towards the army's save results. *Note: Choke works outside of the normal sequence of die roll resolution, applying its effect immediately after the defending army makes its save roll but before they resolve any re-roll effects or SAIs.*
	**Confuse** (*Melee, Missile*): During a melee or missile attack, target up to X health-worth of units in the defending army after they have rolled for saves. Re-roll the targeted units, ignoring all previous results. *Note: Confuse works outside of the normal sequence of die roll resolution, applying its effect immediately after the defending army makes its save roll but before they resolve any re-roll effects or SAIs.*
	**Counter** (*Dragon Attack, Melee, Save**):During a save roll against a melee attack, Counter generates X save results and inflicts X damage upon the attacking army. Only save results generated by spells may reduce 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.
	**Dispel Magic** (*Special*): Whenever any magic targets this unit, the army containing this unit or the terrain this unit occupies, you may roll this unit after all spells are announced but before any are resolved. If the Dispel Magic icon is rolled, negate *all* unresolved magic that targets or effects this unit, its army or the terrain it occupies. No other icons have any effect during this special roll. Magic targeting other units, armies, or terrains is unaffected by this SAI.
	**Double Strike** (*Dragon Attack, Melee*): During a melee attack, target four health-worth of units in the defending army. The targets make a save roll. Those that do not generate a save result are killed. Roll this unit again and apply the new result as well. During a dragon attack, Double Strike generates four melee results.

Icon	Name and Effect
	**Hoof** (*Dragon Attack, Maneuver, Save*): During a maneuver roll, Hoof generates X maneuver results. During a save roll, Hoof generates X save results. During a dragon attack, Hoof generates X save results.
	**Rend** (*Dragon Attack, Maneuver, Melee*): During a melee or dragon attack, Rend generates X melee results. Roll this unit again and apply the new result as well. During a maneuver roll, Rend generates X maneuver results.
	**Sleep** (*Melee*): During a melee attack, target one unit in an opponent's army at this terrain. The target unit is asleep and cannot be rolled or leave the terrain they currently occupy until the beginning of your next turn.
	**Smite** (*Dragon Attack, Melee*): During a melee attack, Smite inflicts X points of damage to the defending army with no save possible. During a dragon attack, Smite generates X melee results.
	**Smother** (*Melee*): During a melee attack, target up to X health-worth of units in the defending army. The targets make a maneuver roll. Those that do not generate a maneuver result are killed.
	**Surprise** (*Melee*): During a melee attack, the defending army cannot counter-attack. The defending army may still make a save roll as normal. Surprise has no effect during a counter-attack.
	**Teleport** (*Maneuver, Non-Maneuver*): During a maneuver roll, Teleport generates X maneuver results. During any non-maneuver roll, this unit may move itself and up to three health-worth of units in its army to any terrain.
	**Trample** (*Any*): During any roll, Trample generates X maneuver and X melee results.
	**Volley** (*Dragon Attack, Missile, Save**): During a save roll against a missile attack, Volley generates X save results and inflicts X damage upon the attacking army. Only save results generated by spells may reduce 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.
	**Wild Growth** (*Non-Maneuver*):During any non-maneuver roll, Wild Growth generates X save results or allows you to promote X health-worth of units in this army. Results may be split between saves and promotions in any way you choose. Any promotions happen all at once.