



## Pyromancy

1

Fireball

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6+

- Hex
- Missile
- Damage
- Replicable
- Range 36"

Instant

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The target suffers 2D3 hits with Str 4, AP 0, Flaming Attacks and Magical Attacks.



## Pyromancy

2

Flaming Swords

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7+

- Augment
- Range 18"

One Turn

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The target gains +1 to wound, Flaming Attacks (Melee & Shooting) and Magical Attacks.



## Pyromancy

3

Dragon's Roar

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9+

- Augment
- Focused
- Range 24"

One Turn

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A single model part in the target gains Breath Attack (Str 4, AP 0, Flaming Attacks, Magical Attacks), and Grind Attack (2D6 hits, Str 4, AP 0, Flaming Attacks, Magical Attacks).



## Pyromancy

4

Pyroclastic Flow

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9+

- Hex
- Missile
- Damage
- Range 24"

Instant

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The target suffers 5D3 hits with Str 4, AP 0, Flaming Attacks and Magical Attacks.



## Pyromancy

5

Pillars Of Fire

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11+

- Augment
- Range 18"

One Turn

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Standard Melee Attacks from Rank-and-File models in the target hit automatically, have their Str always set to 4, AP always set to 0, and gain Flaming Attacks and Magical Attacks.



## Pyromancy

6

Cage of Embers

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10+

- Hex
- Range 36"

One Turn

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Immediately when the spell is cast, and whenever the target moves, it suffers 2D3 hits with Str 4, AP 0, Flaming Attacks and Magical Attacks . It gains Weakness (Flaming Attacks).



WIZARD KING SPELL  
CROWN OF THE



THE IX AGE  
FANTASY BATTLES

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